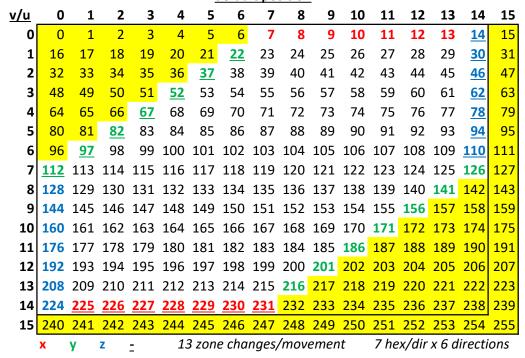
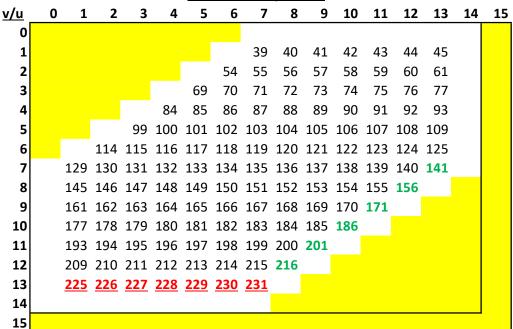
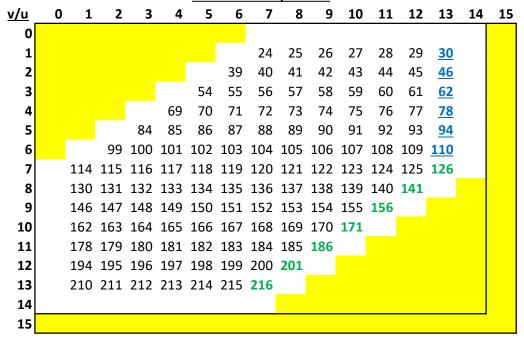
default position



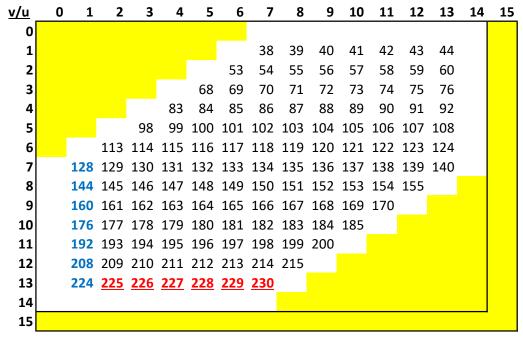
## +v movement position



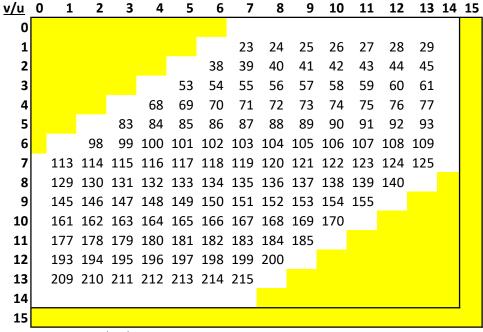
## +u movement position



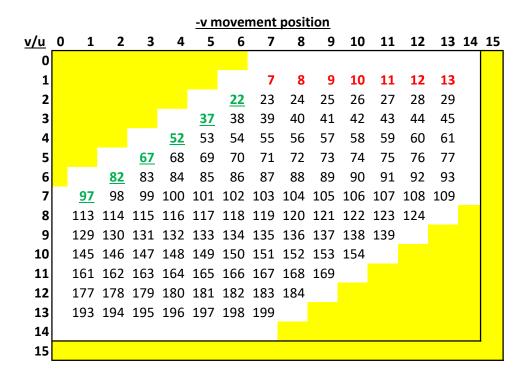
## +u-v movement position



valid positions



87 unused values



-u movement position

