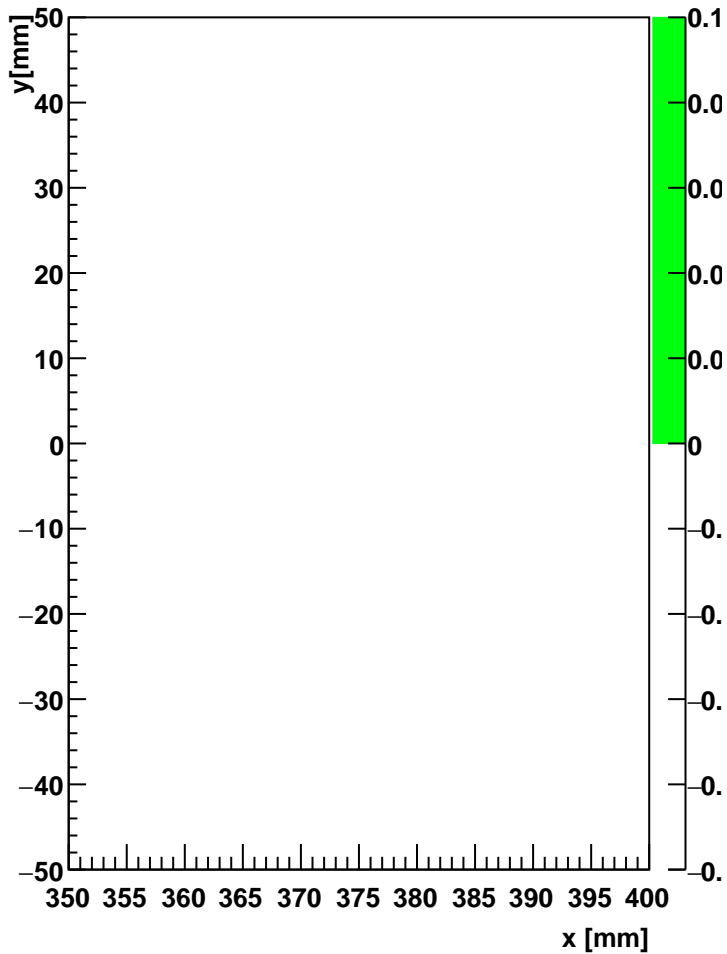


Hit local coords Y vs X zoom inner



Hit local coords Y vs X zoom outer

