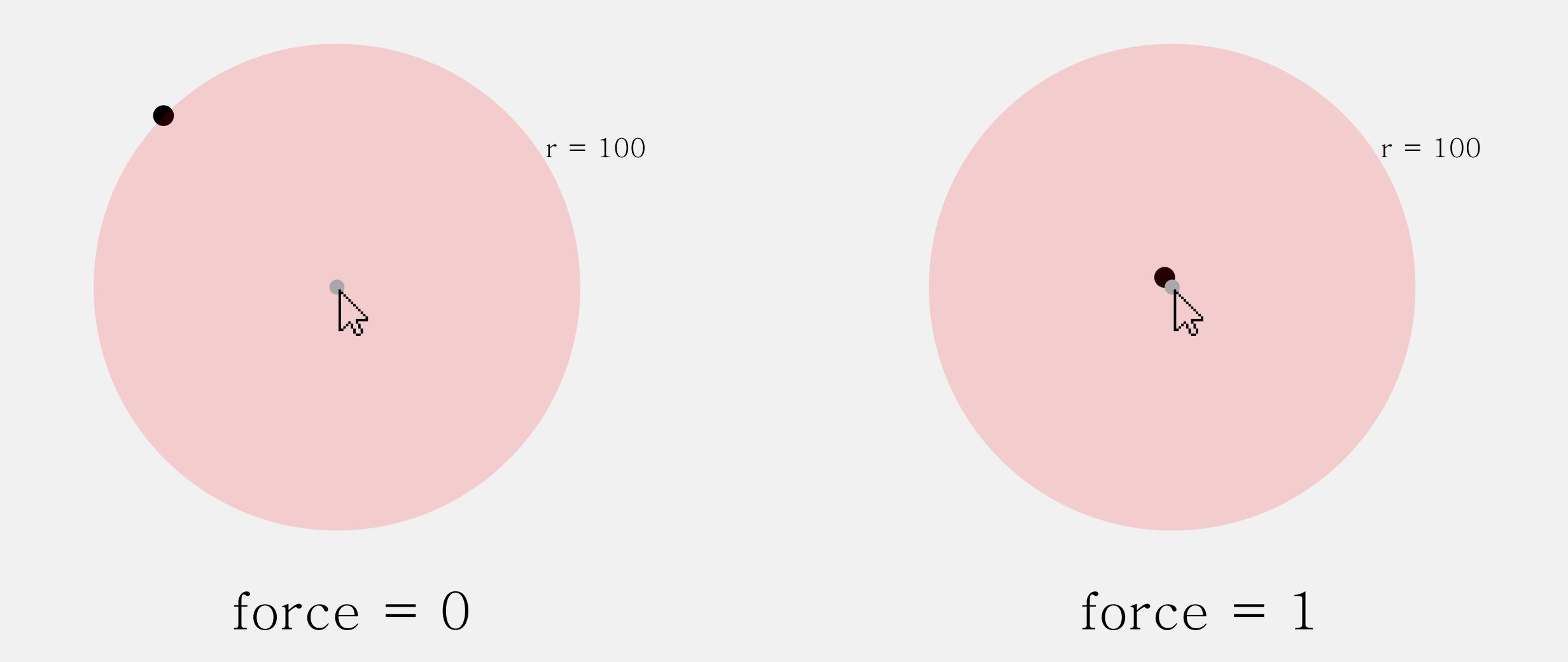


mouse.pos - dot.pos = (dx, dy)



radius – dist dist radius

radius – dist

radius