

X0

Y0

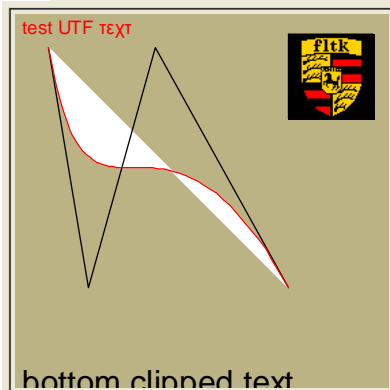
X1

Y1

X2

Y2

X3



X0

Y0

X1

Y1

X2

Y2

X3

Y3

rotate

