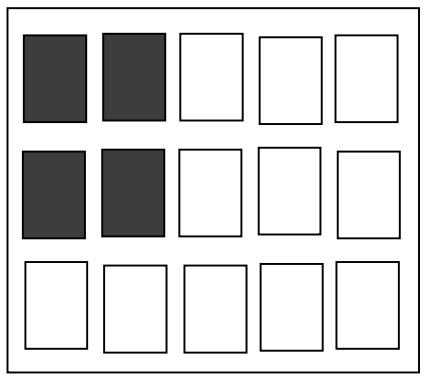
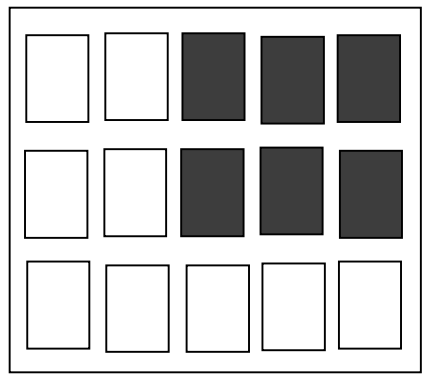
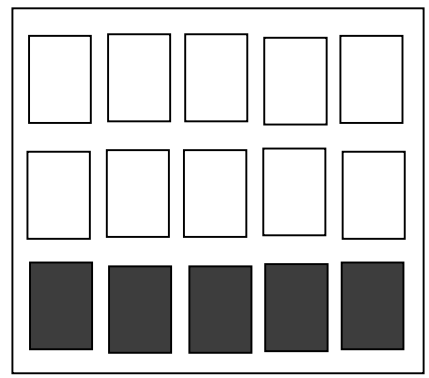


Proc 1:
local offset = 0
local x extent = 2
local y extent = 2



Proc 2:
local offset = 2
local x extent = 3
local y extent = 2



global x
extent = 5

Proc 3:
local offset = 10
local x extent = 5
local y extent = 1