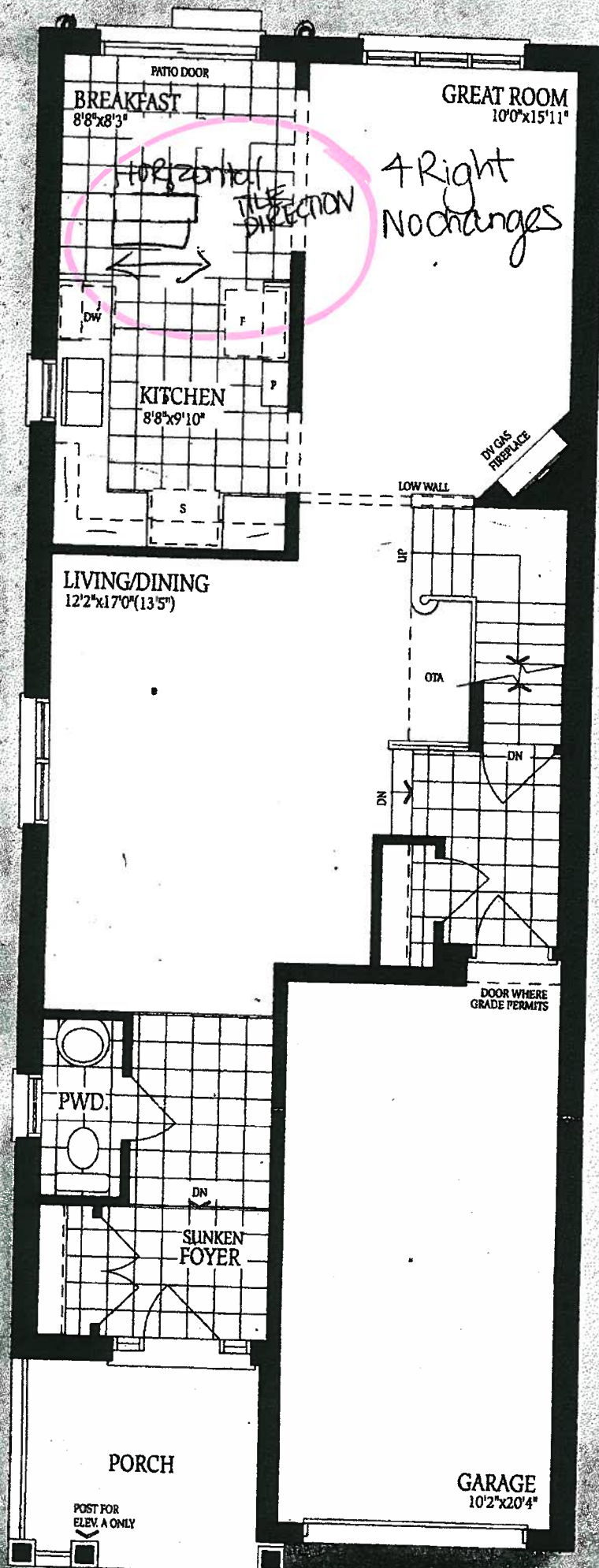


# TILE DIRECTION



GR  
ELEV