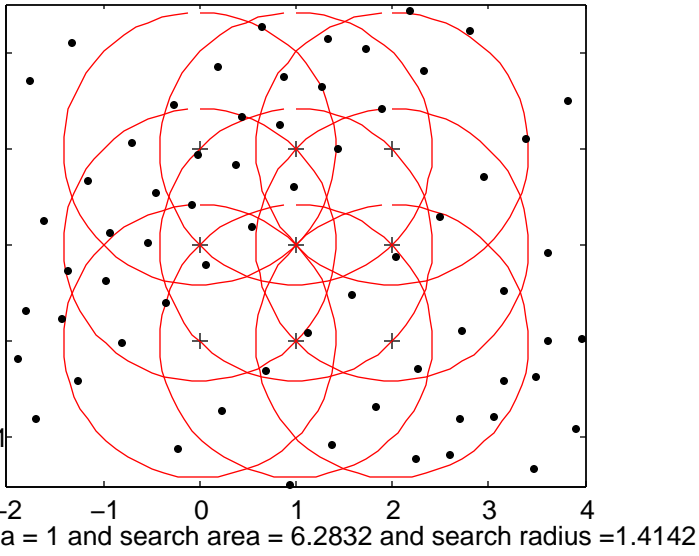
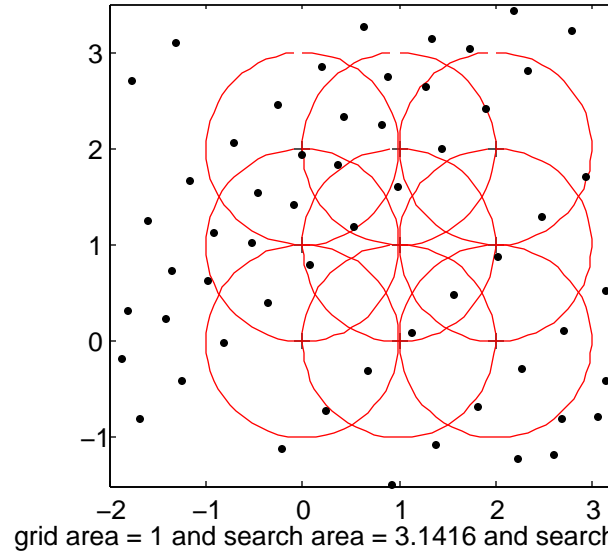


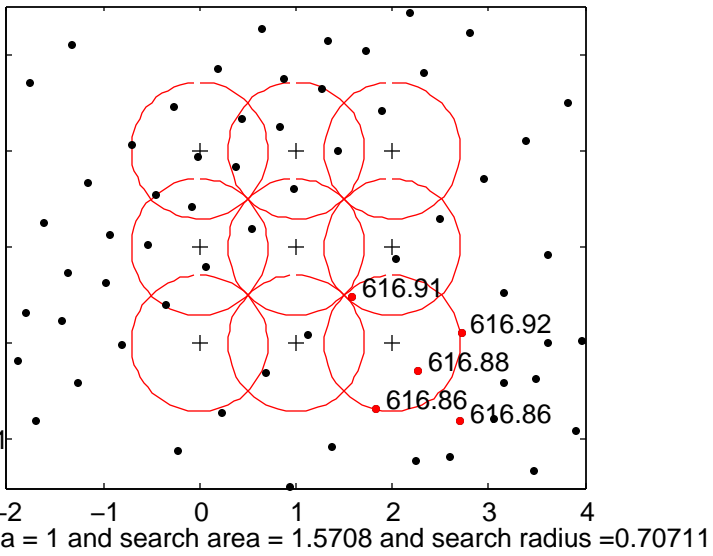
Search radius = grid resolution \* sqrt(2)



Search radius = grid resolution



Search radius = grid resolution \* sqrt(2) / 2



Search areas constant

