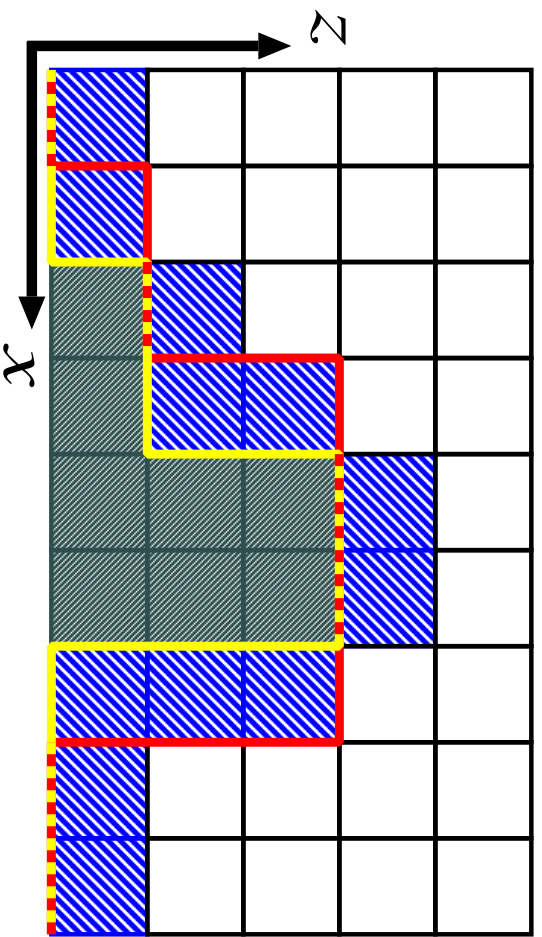


atmosphere
code

wall-bounded
code

no code
(obstacle)



index arrays

nzb_w_outer

nzb_w_inner