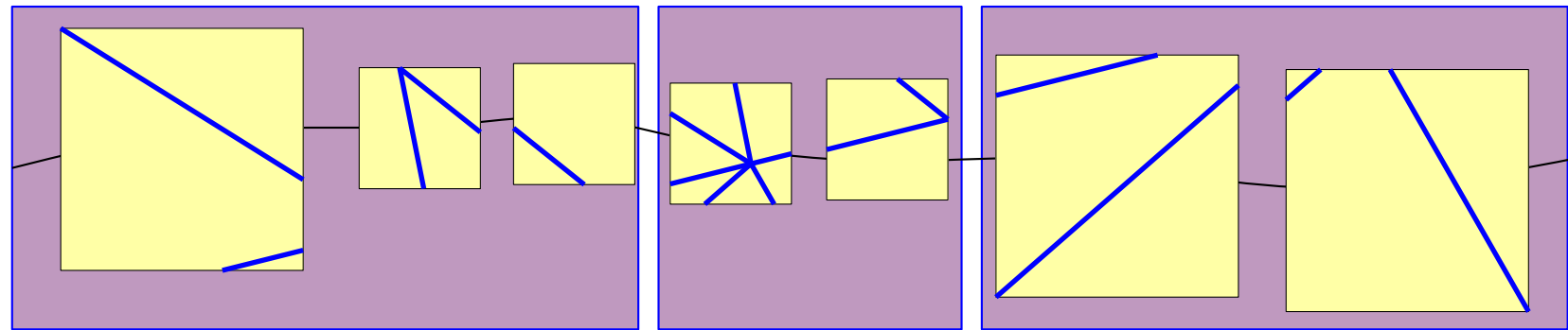
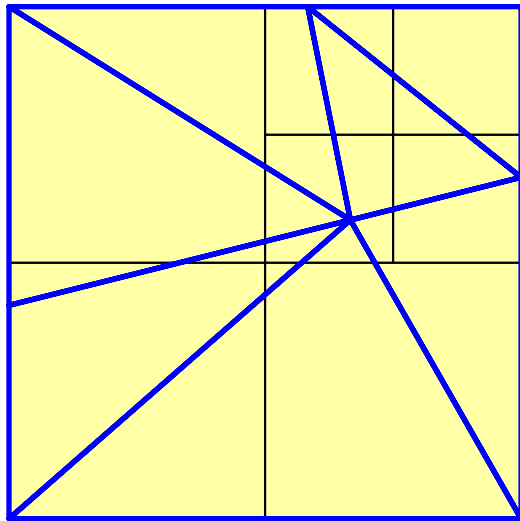


Map overlay with quadtrees in Z-order



each block is needed only once

