top\_frame

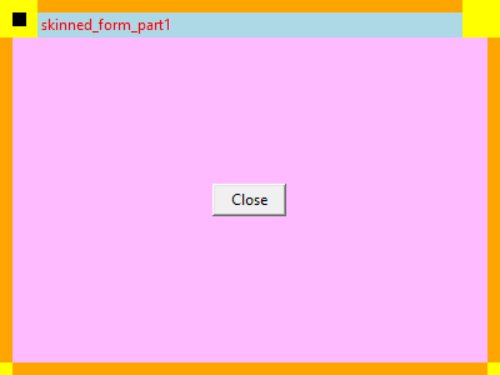
nw\_canvas

kill\_rect

n\_canvas

drag\_canvas

ne\_canvas



center\_frame

w\_canvas

w\_canvas

bottom\_frame

sw\_canvas

s\_canvas

se\_canvas