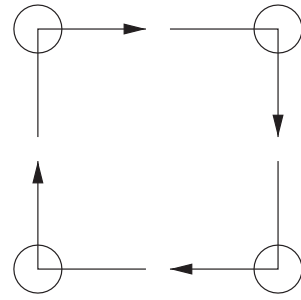
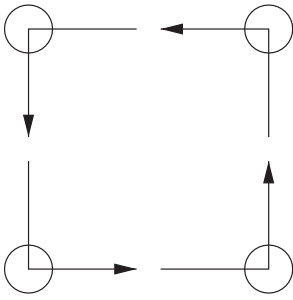
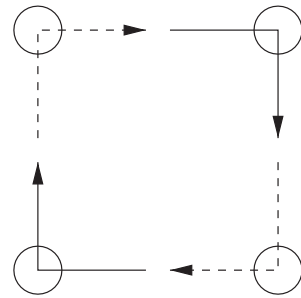
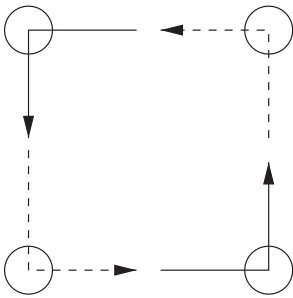


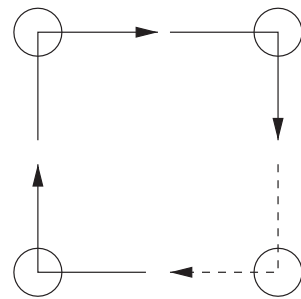
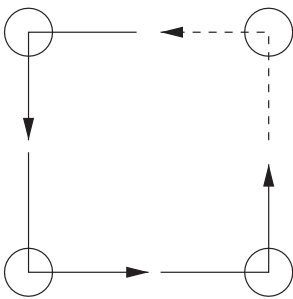
possible turns in a 2D mesh



turns allowed for XY-Routing



turn allowed for West-First-Routing



turns allowed:

turns not allowed: