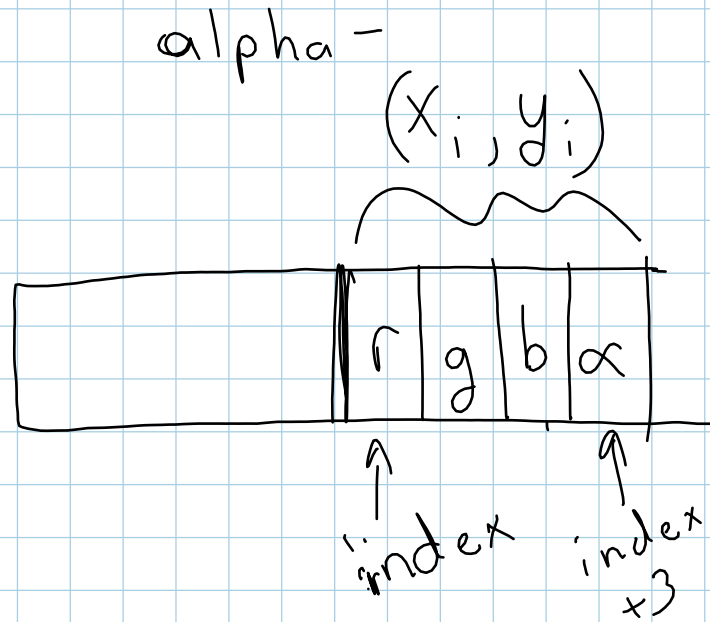
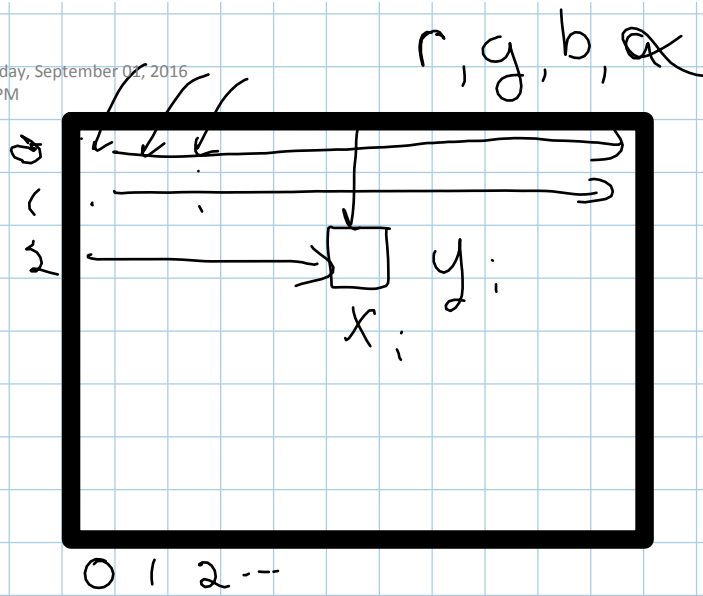


onmouse up
onmouse down
onmouse move



drag



$$\text{index} = 4 * (y * \text{width} + x)$$
$$y = \lfloor (\text{index} / 4) / \text{width} \rfloor$$
$$x = \lfloor \text{index} / 4 \rfloor \% \text{width}$$