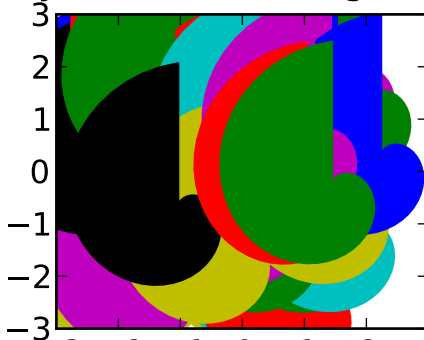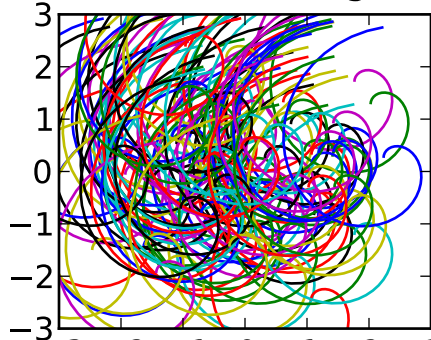LineCollection using offsets   PolyCollection using offsets

RegularPolyCollection using offsets   Successive data offsets

Depth (m)

Zonal velocity component (m/s)