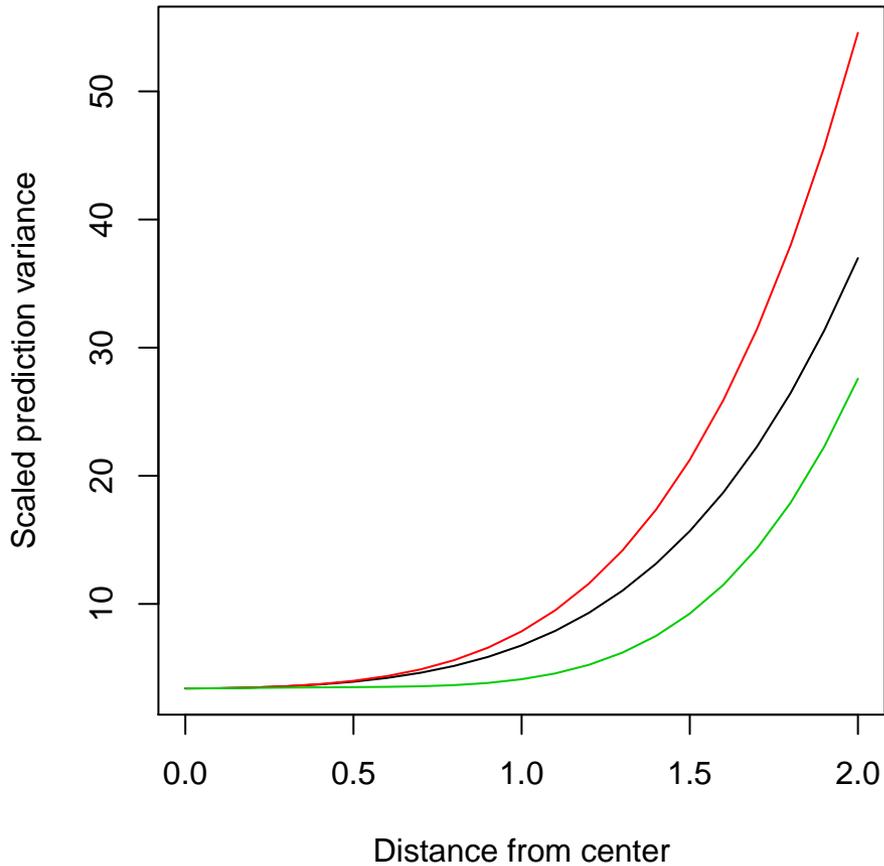


followup: ~ Block + SO(x1, x2, x3)



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