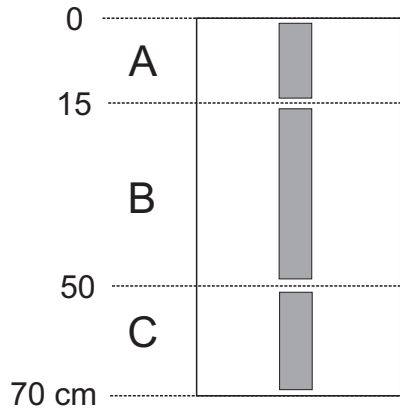
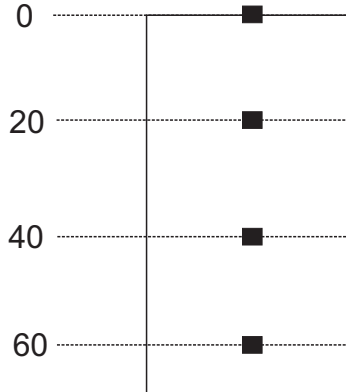


block support
(horizons)



point support
(fixed depths)



block support
(solum)

