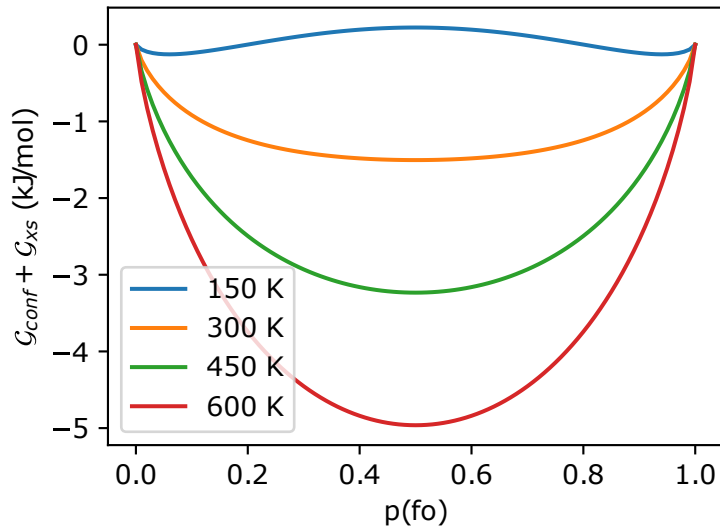
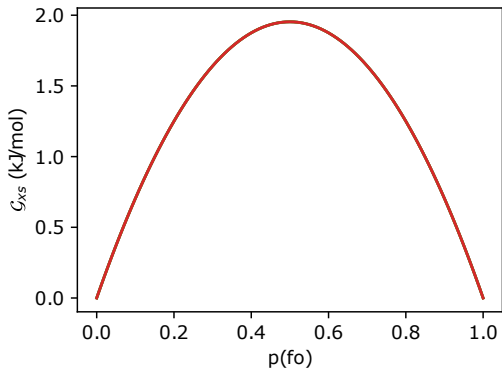


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(then add the mechanical ( $p_i G_i$ ) component to get the total Gibbs)