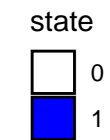
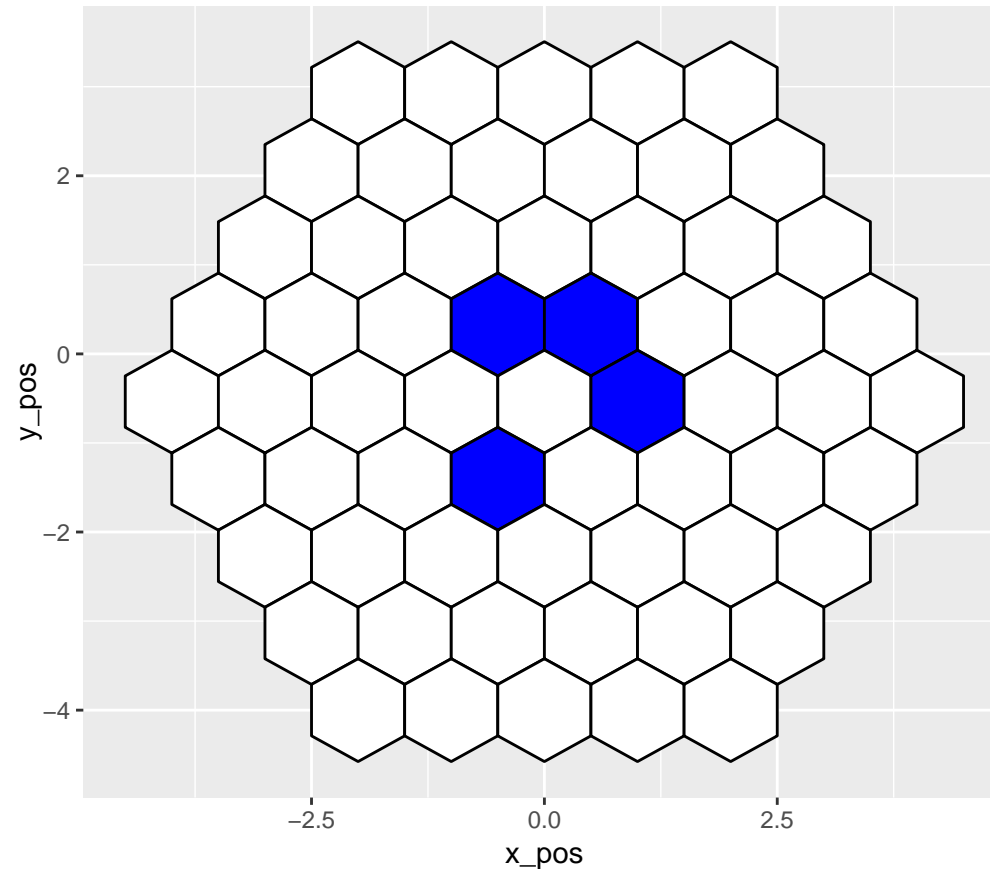
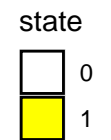
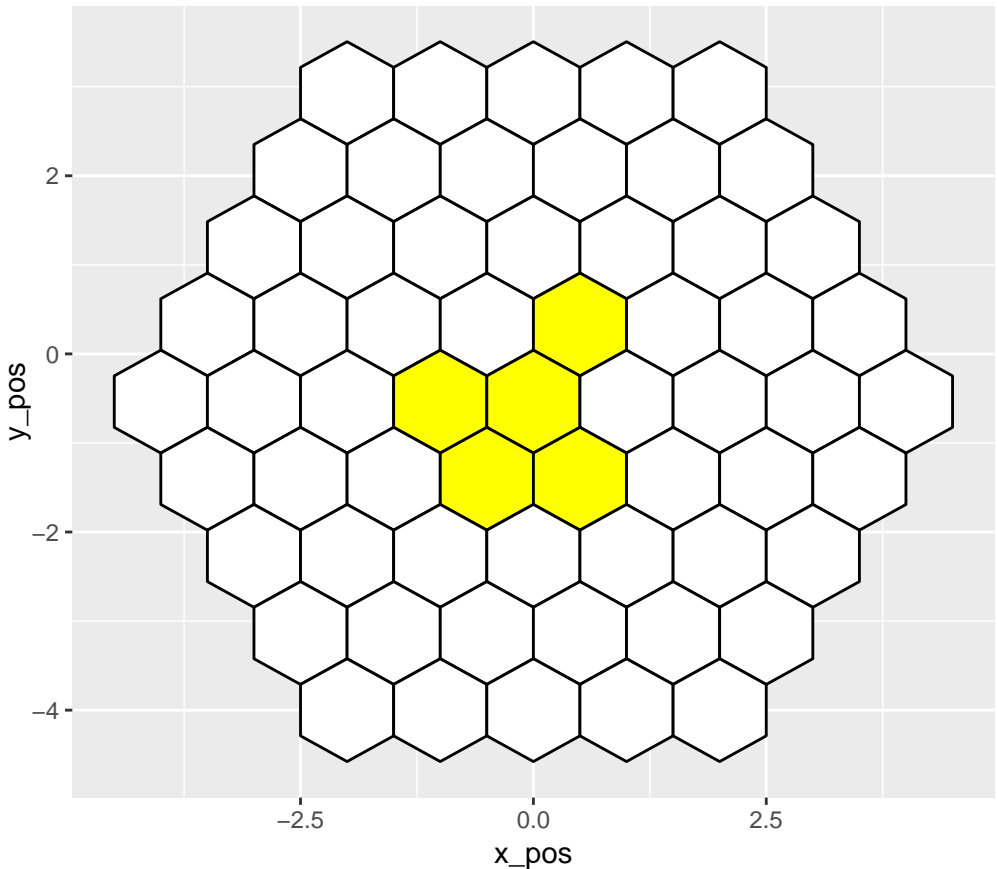


Cache sequence: AddBar AddCorner RemoveUnit

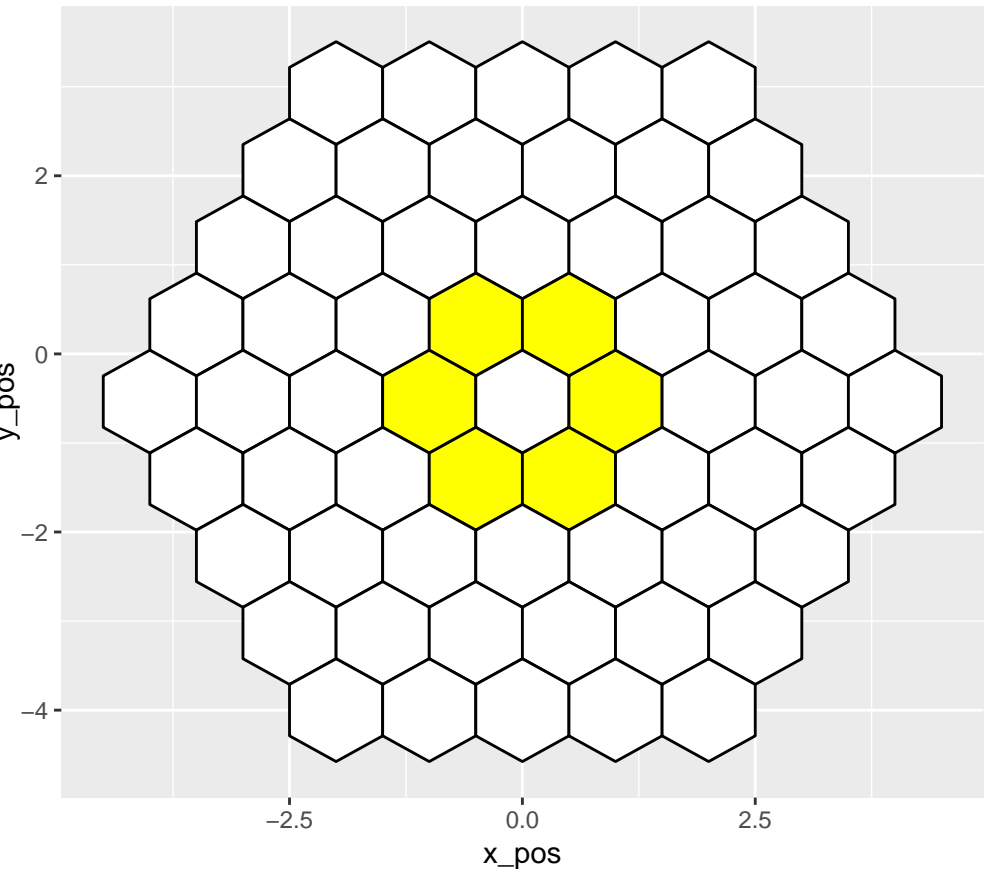
Cached primitive



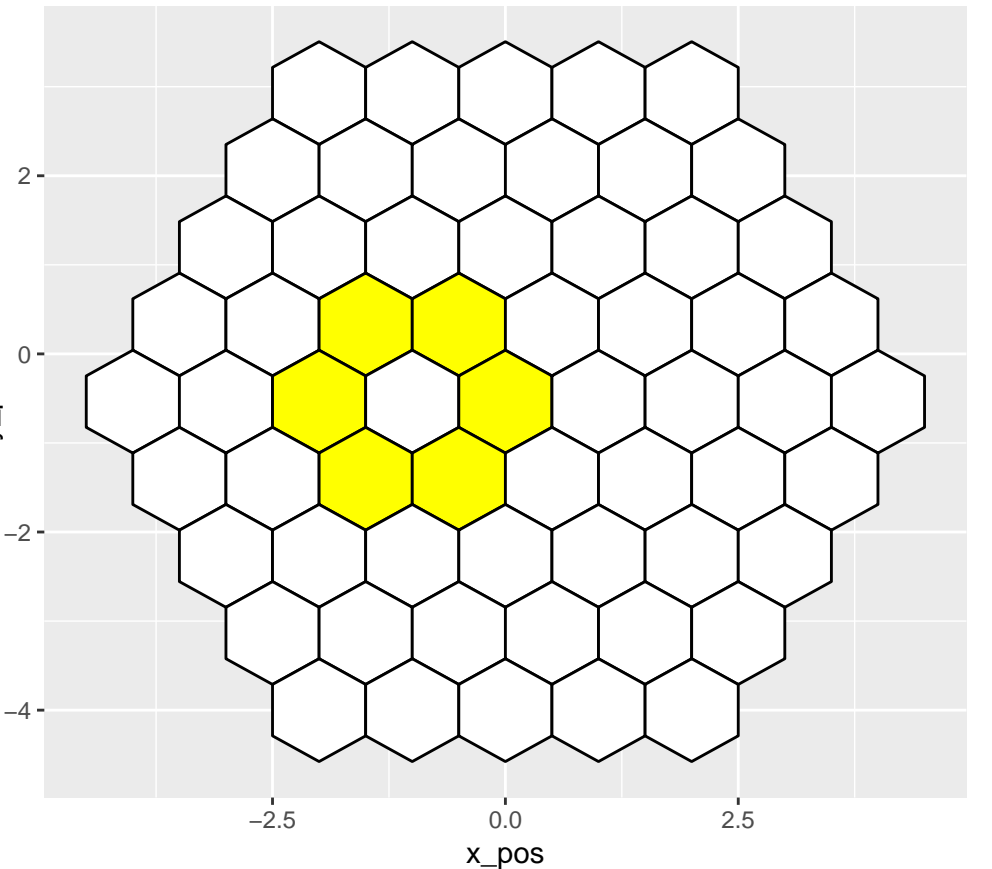
AddUnit AddBar Flip



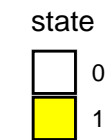
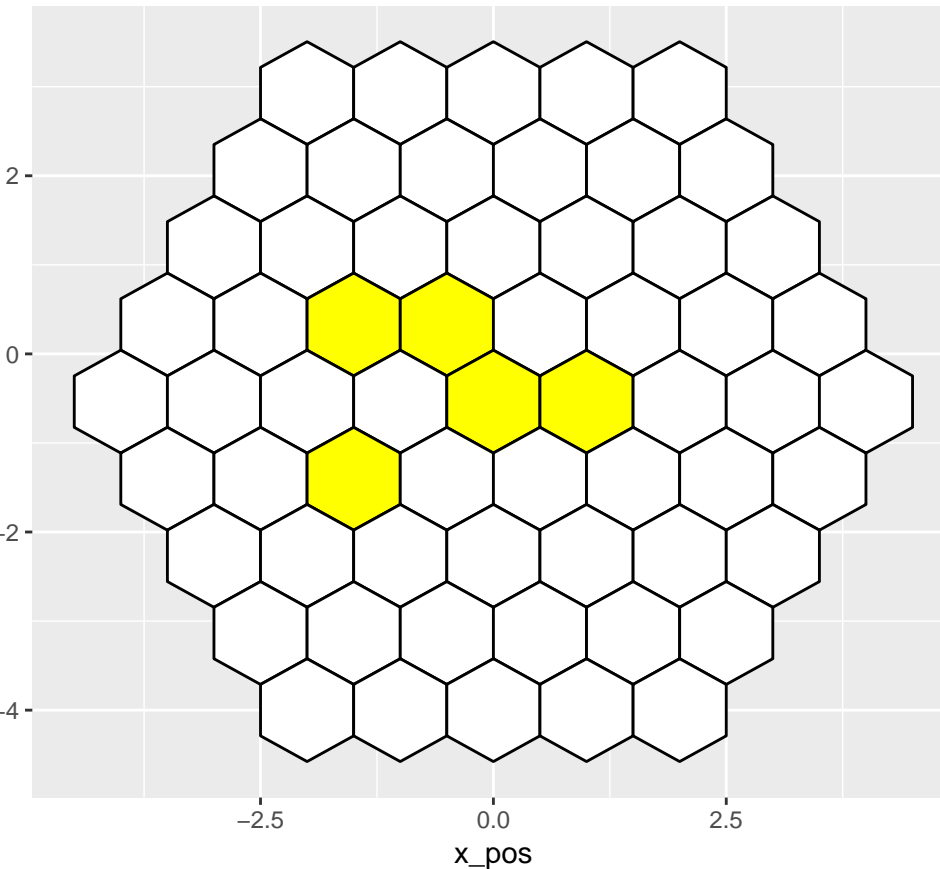
Flip Flip Flip



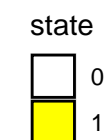
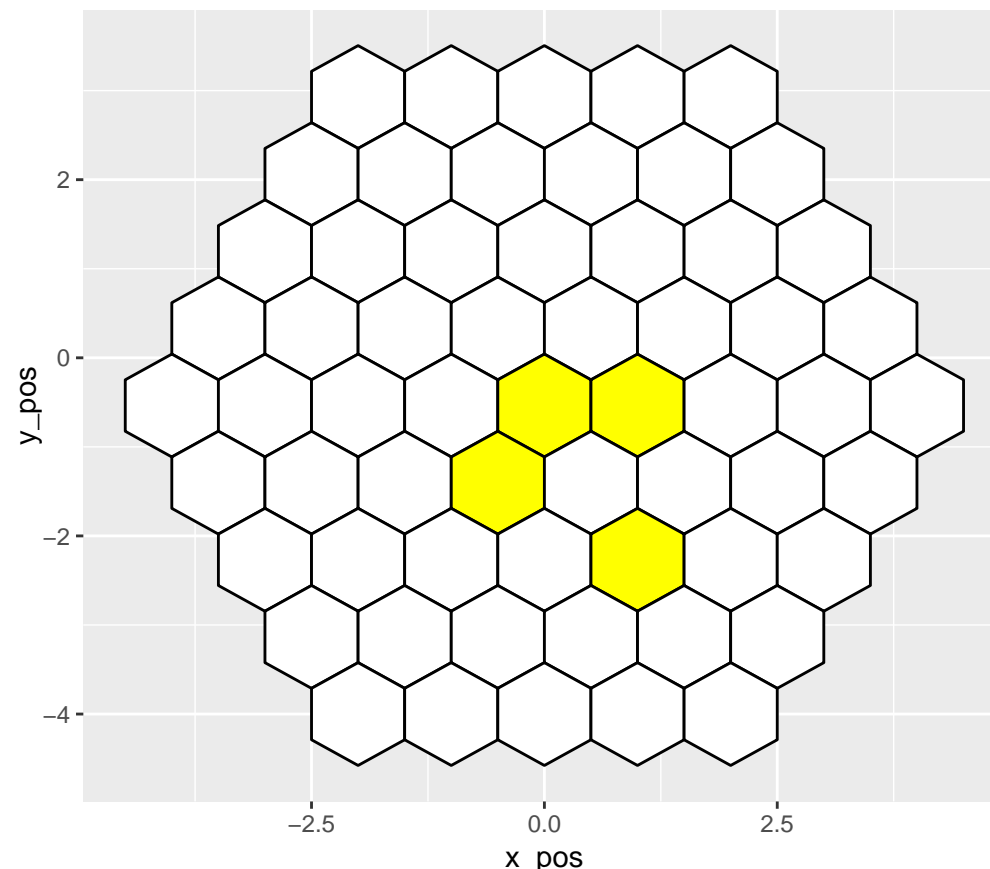
Flip Reflect ShiftW



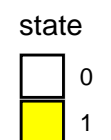
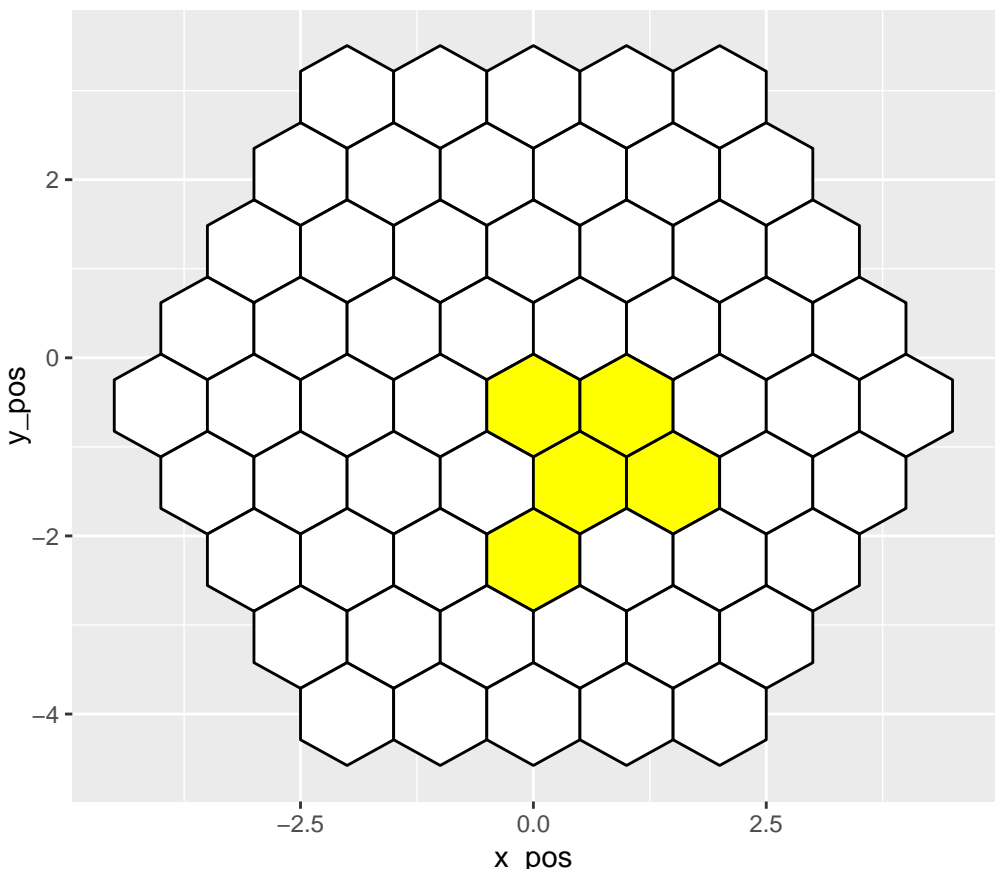
RotateClockwise ShiftW AddCorner



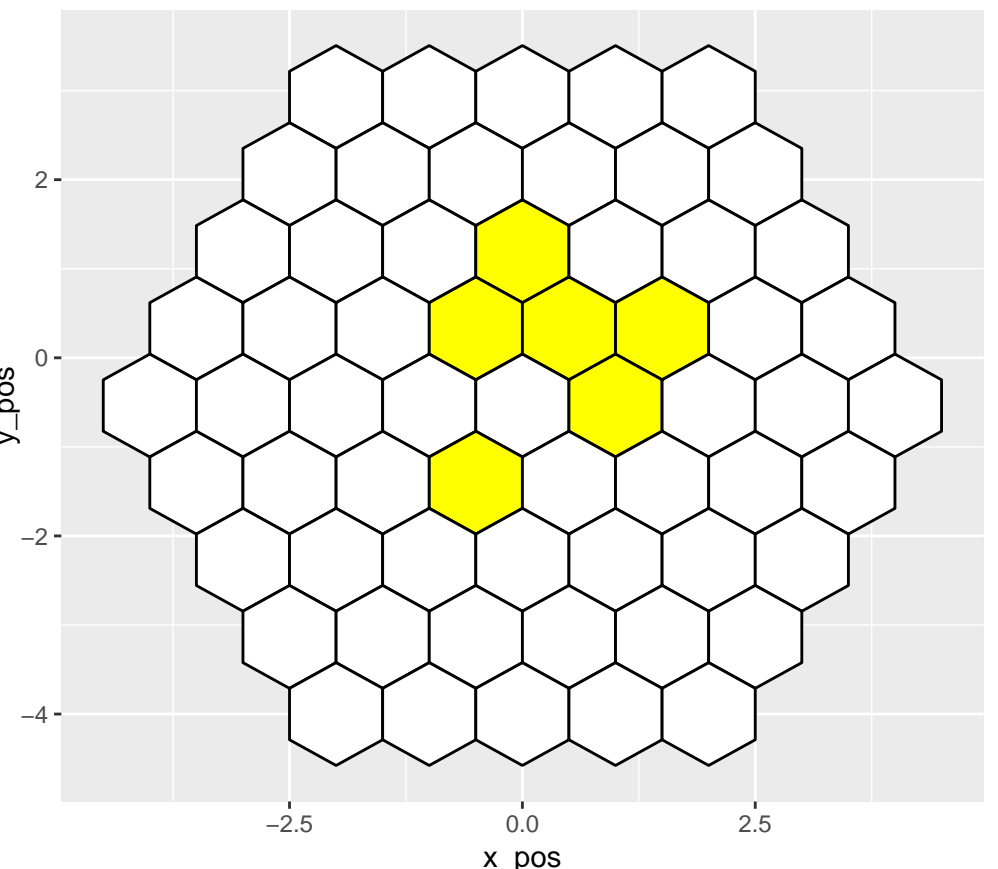
AddCorner RotateClockwise ShiftNE



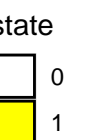
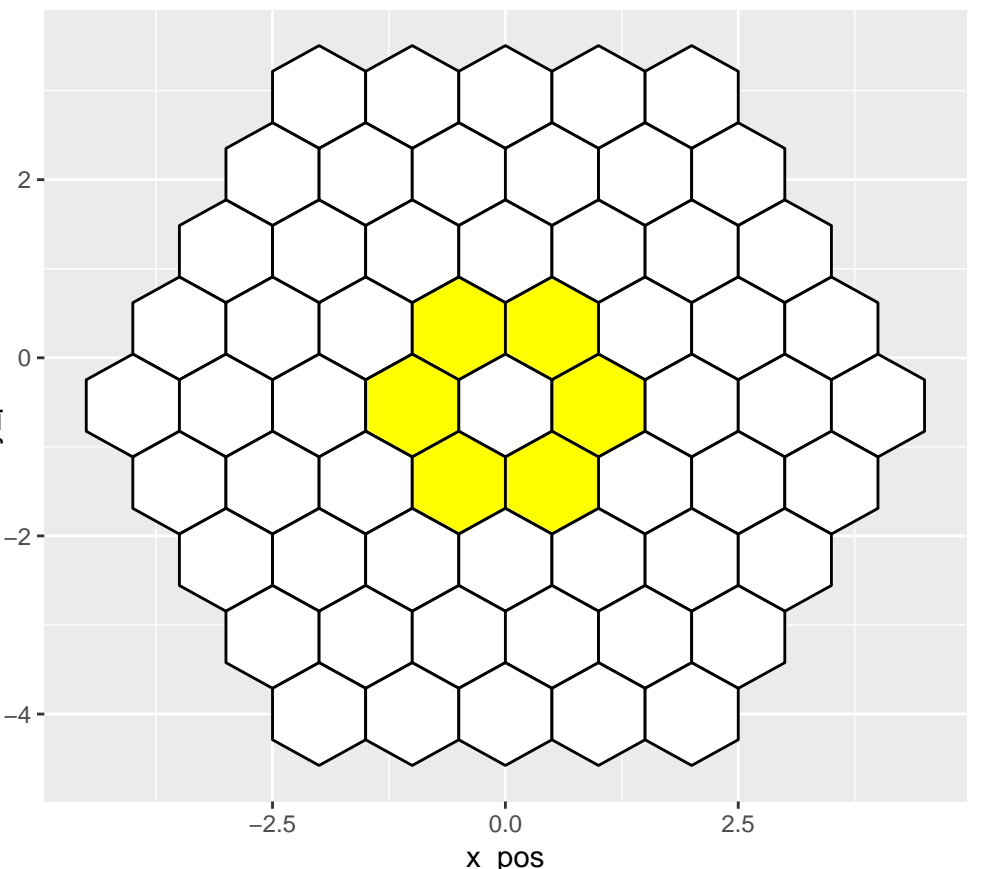
ShiftNE AddUnit ShiftNE



AddCorner ShiftSE ShiftSE



ShiftSE RotateClockwise RotateClockwise



RotateClockwise Flip ShiftW

