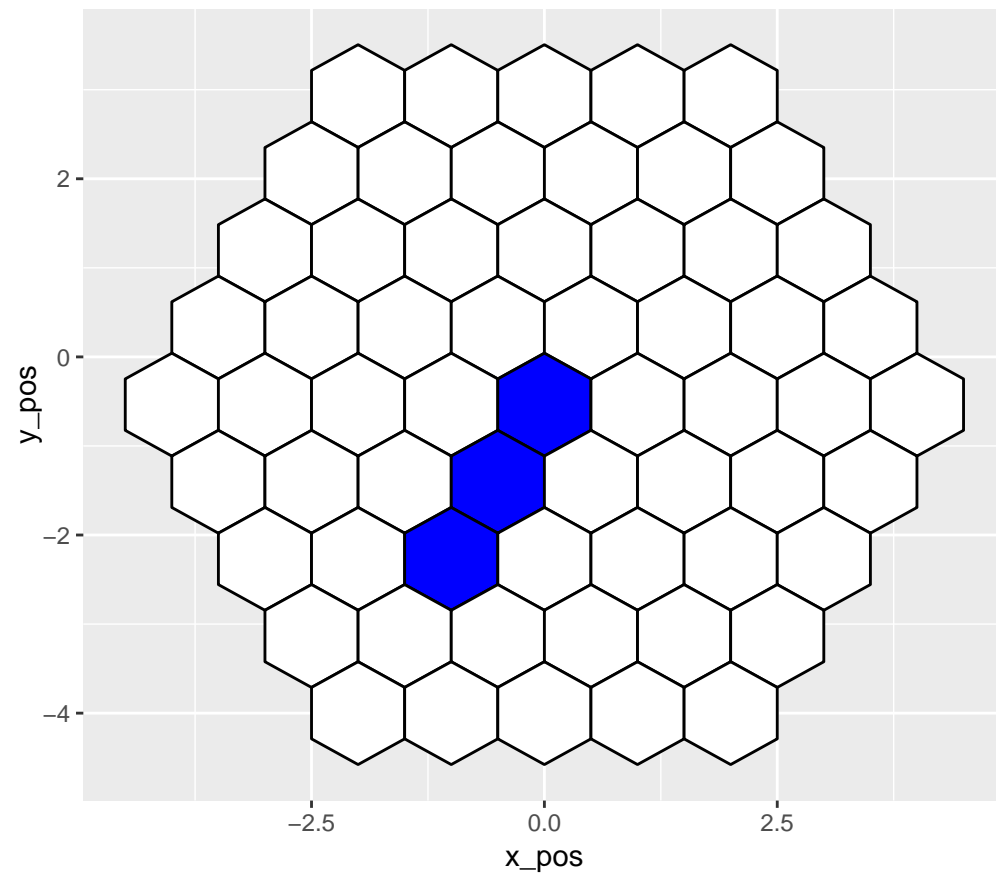


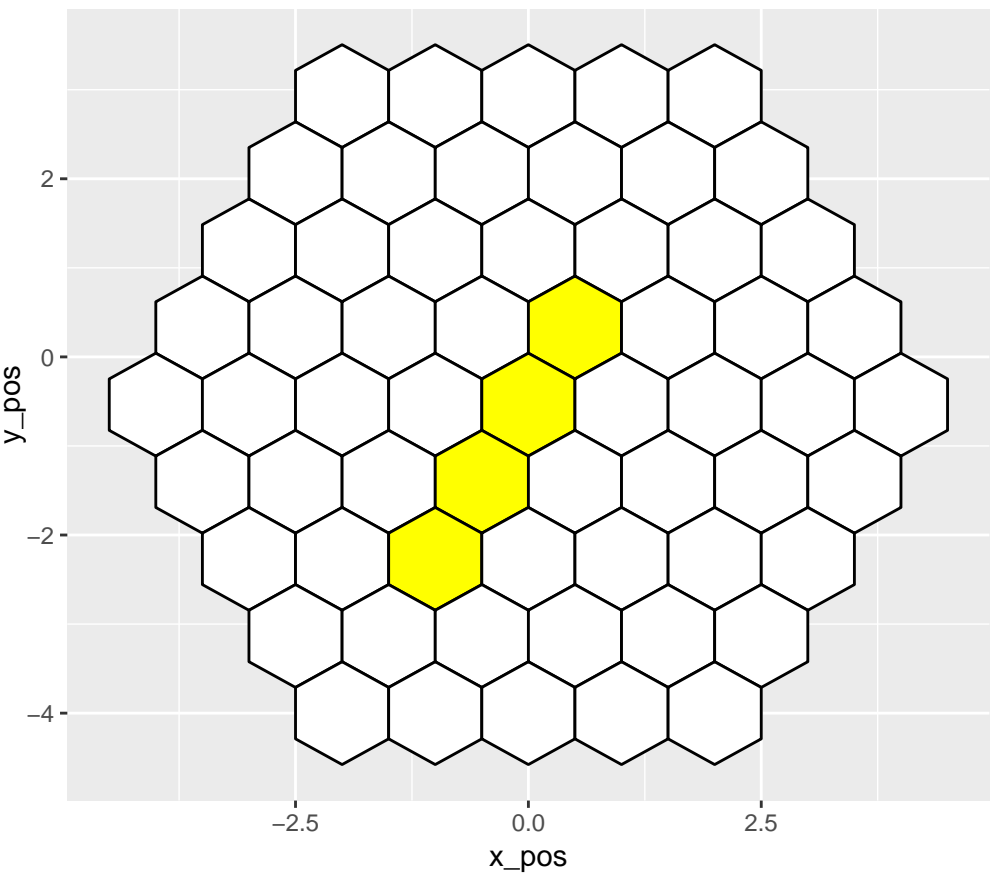
Cache sequence: AddBar ShiftNE ShiftW

Cached primitive



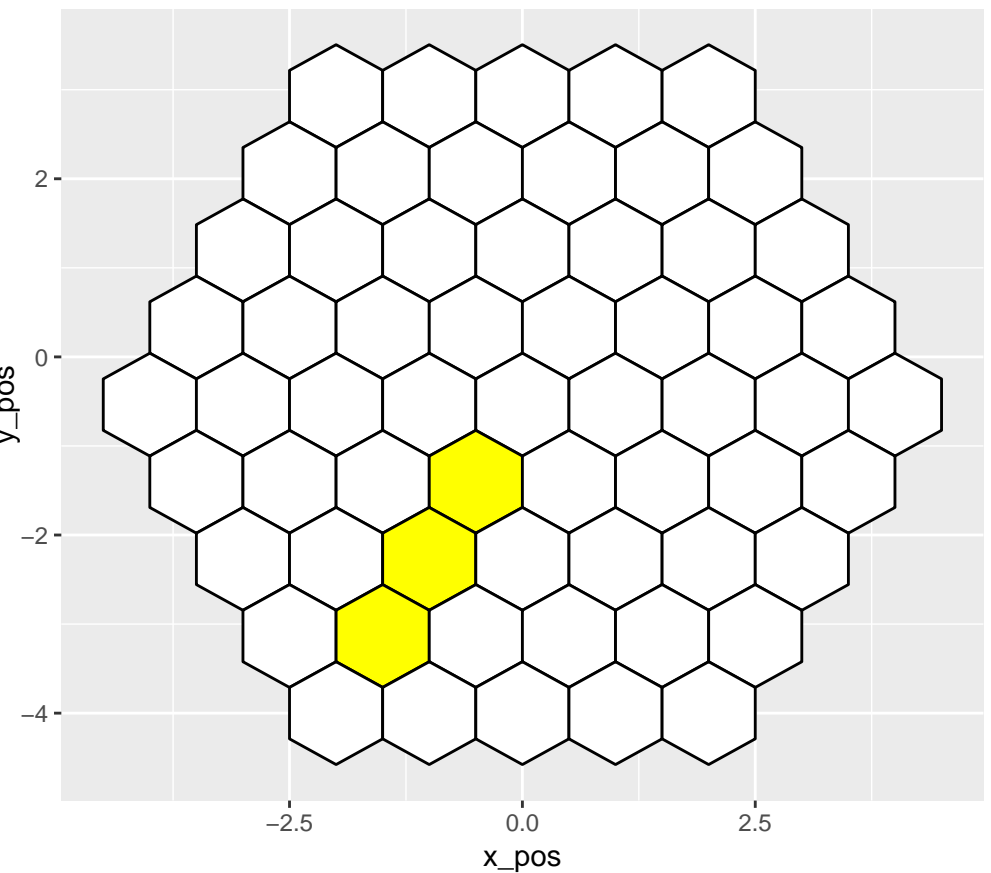
state
0
1

Flip Flip Flip



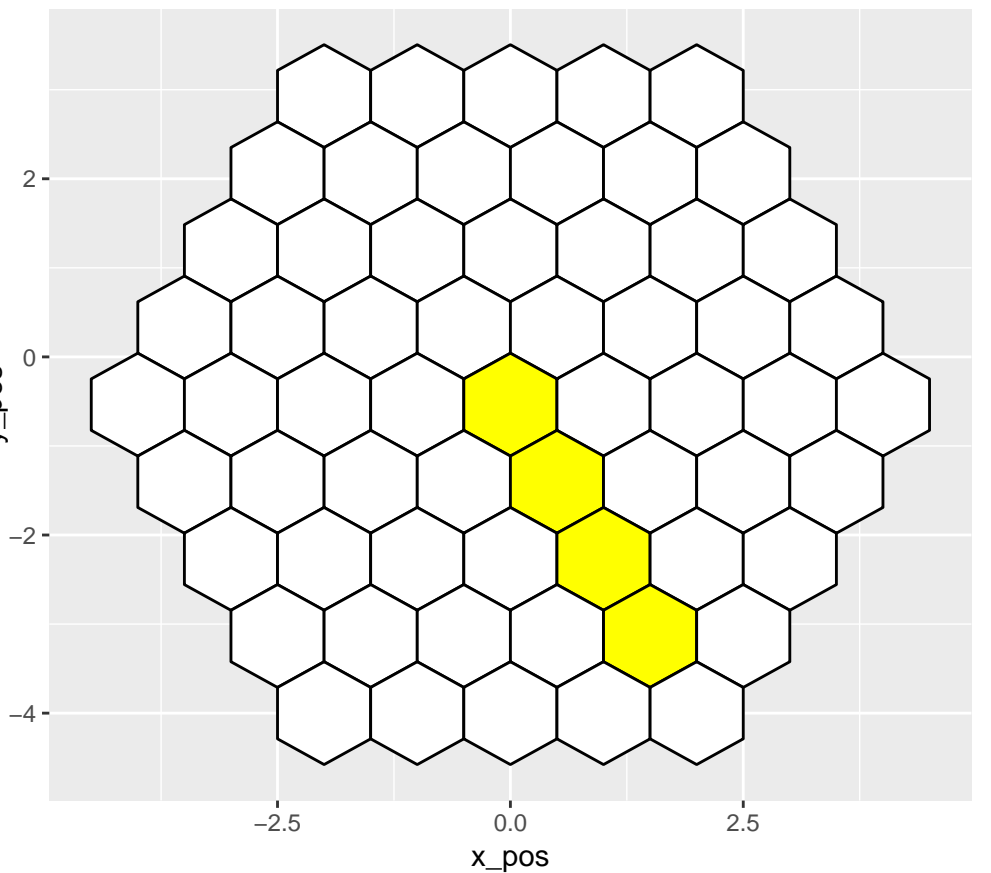
state
0
1

Flip Flip RemoveUnit



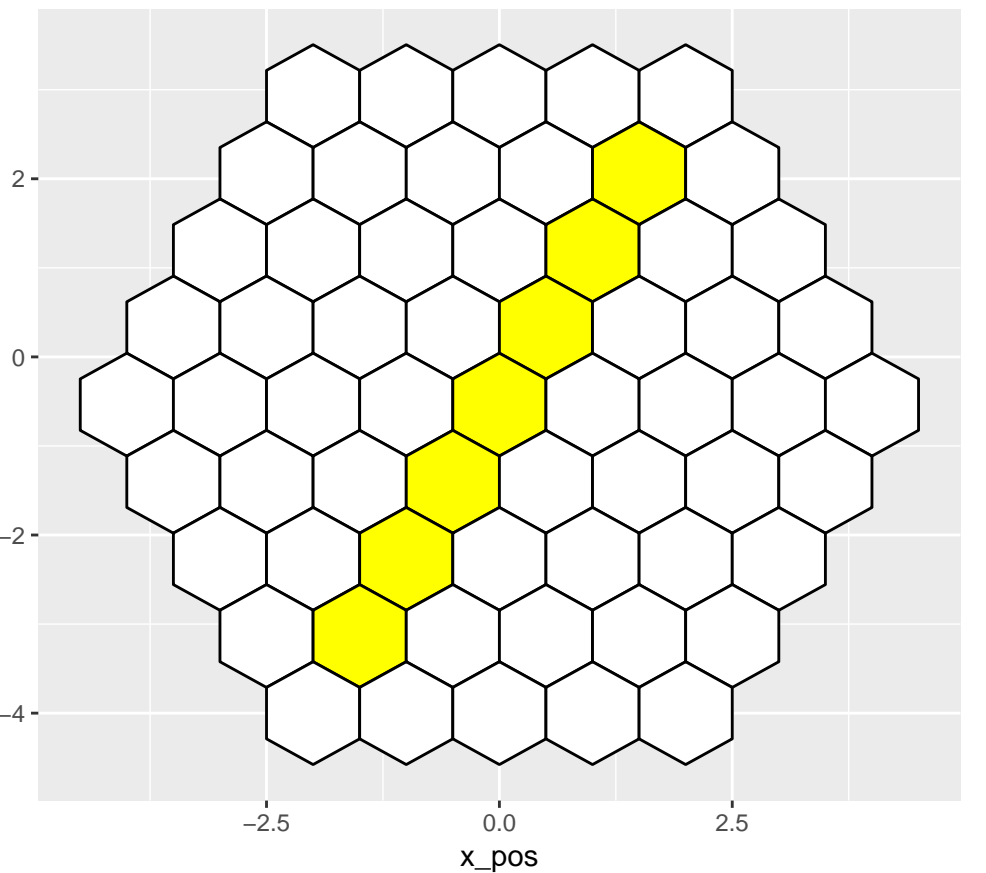
state
0
1

RemoveUnit RemoveUnit RotateClockwise



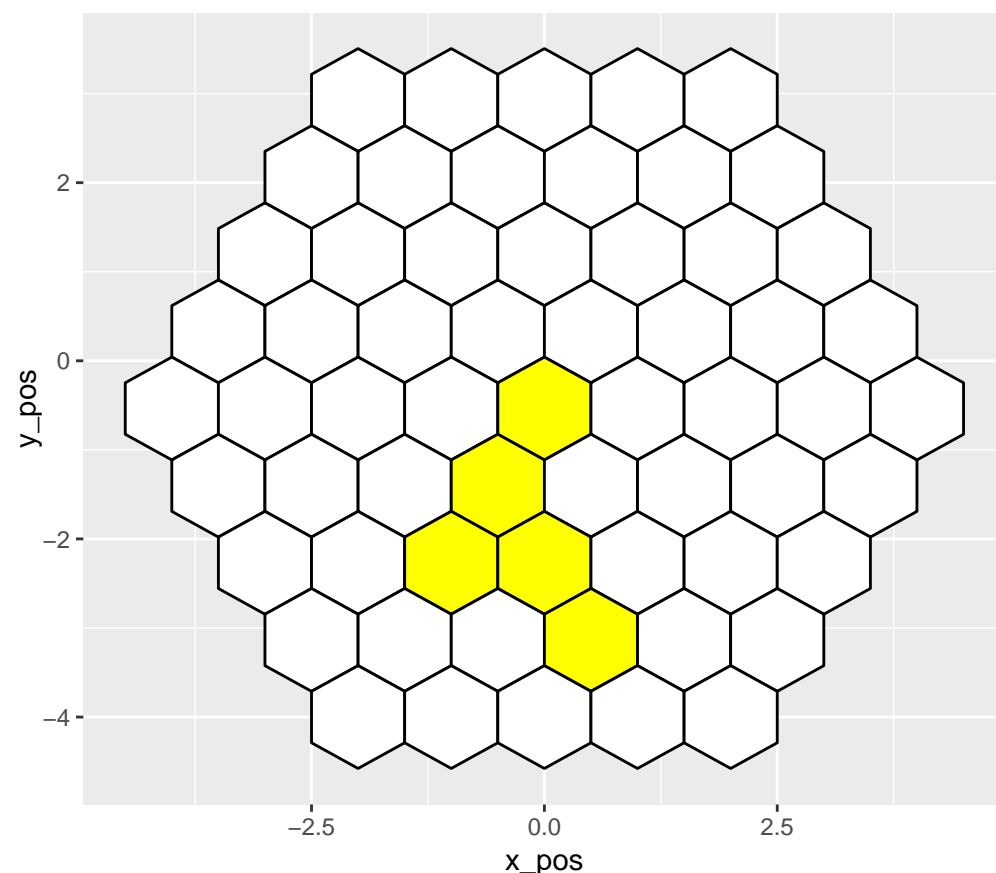
state
0
1

RotateClockwise RotateClockwise Reflect



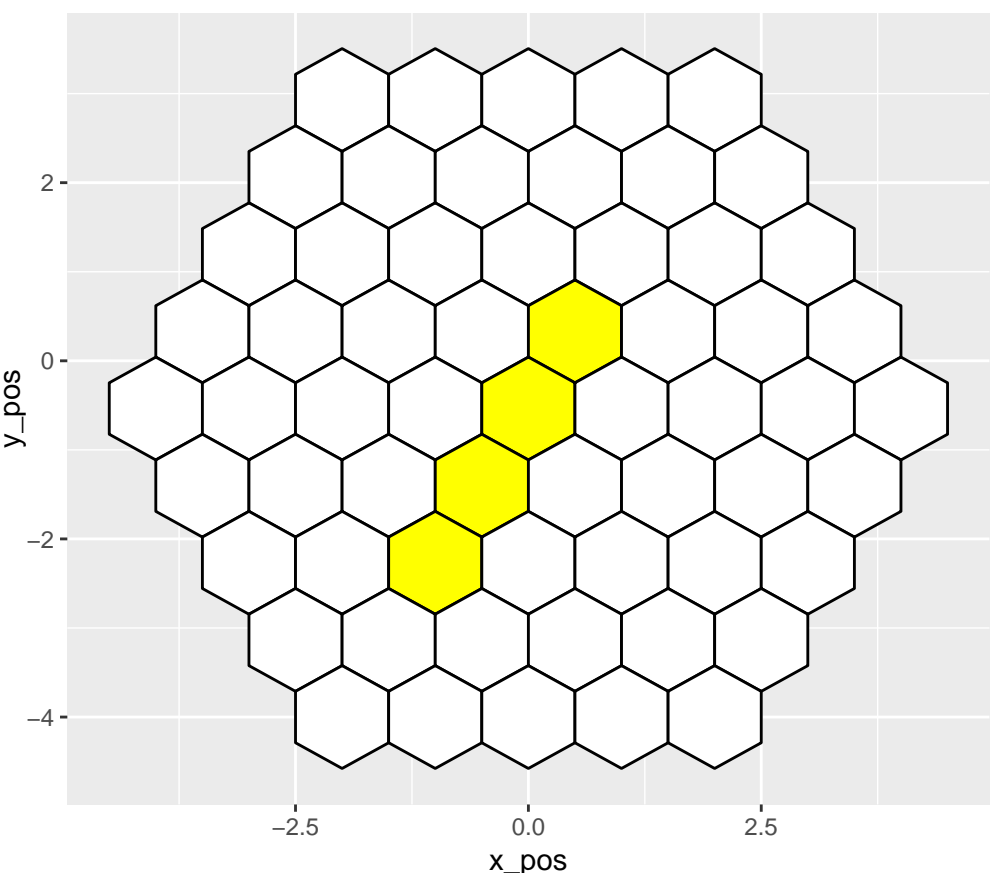
state
0
1

Reflect RotateClockwise AddUnit



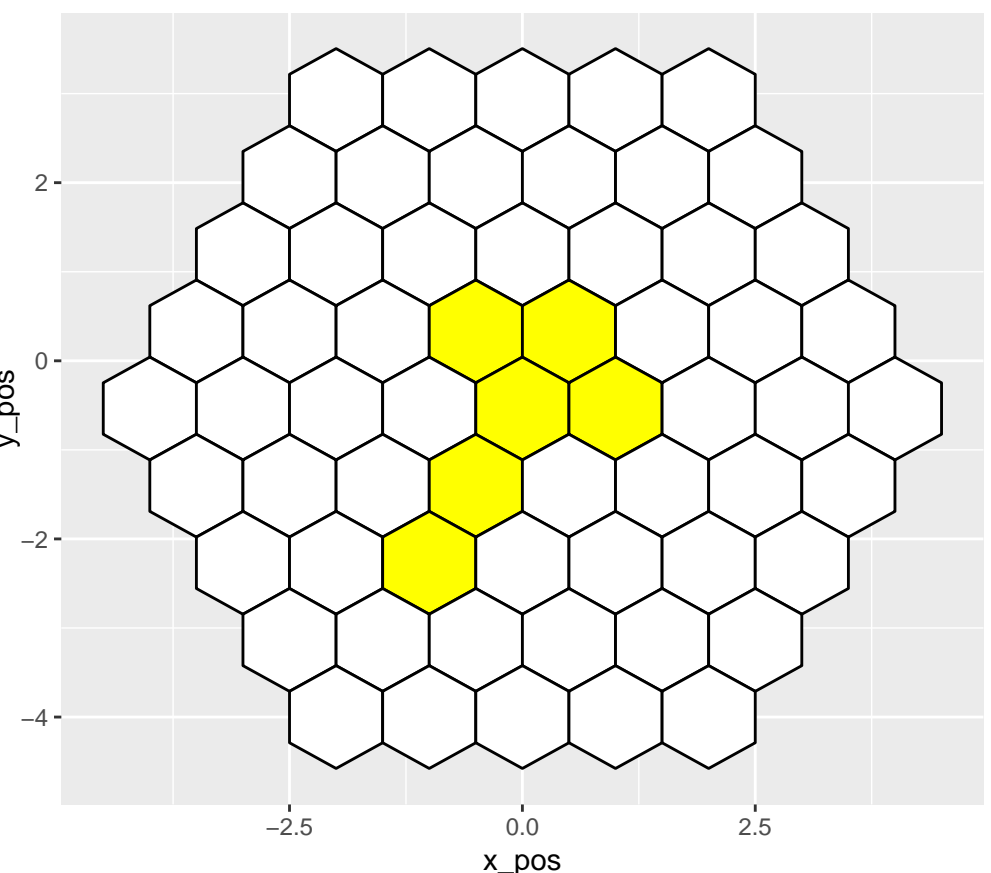
state
0
1

AddUnit Flip Flip



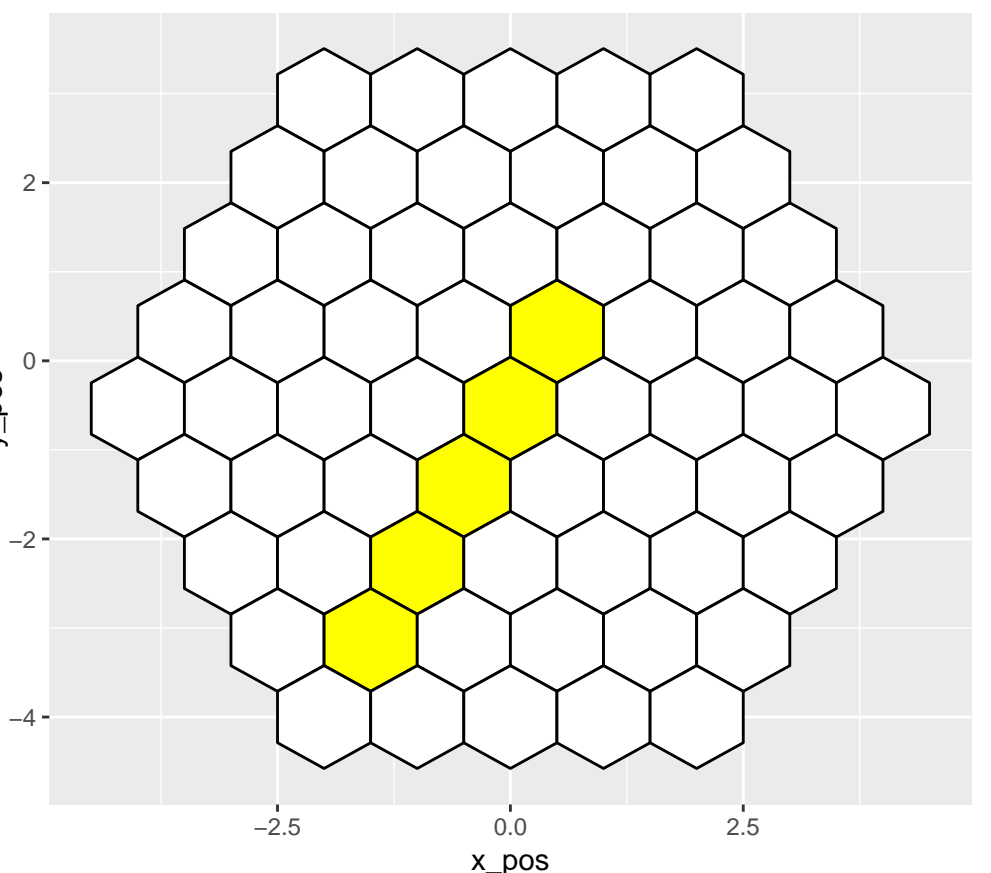
state
0
1

Flip AddBar AddCorner



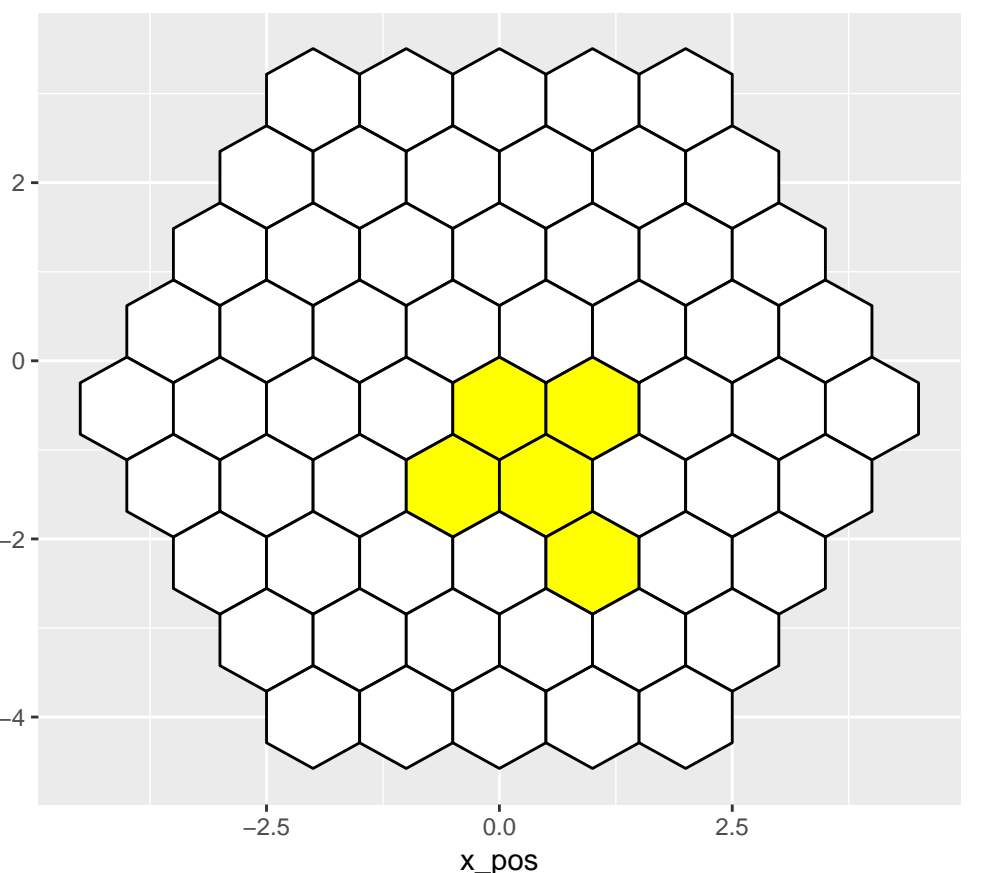
state
0
1

ShiftW Reflect Reflect



state
0
1

AddCorner AddCorner RotateClockwise



state
0
1