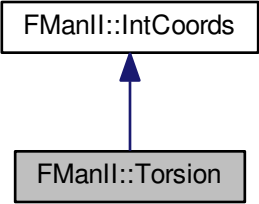


FManII::IntCoords



```
graph BT; Torsion[FManII::Torsion] --> IntCoords[FManII::IntCoords]
```

FManII::Torsion