remove

Obj C

i-mark: 0

r-mark: 0

op:insert

remove

Obj E

i-mark : 0 r-mark : 0

op:insert

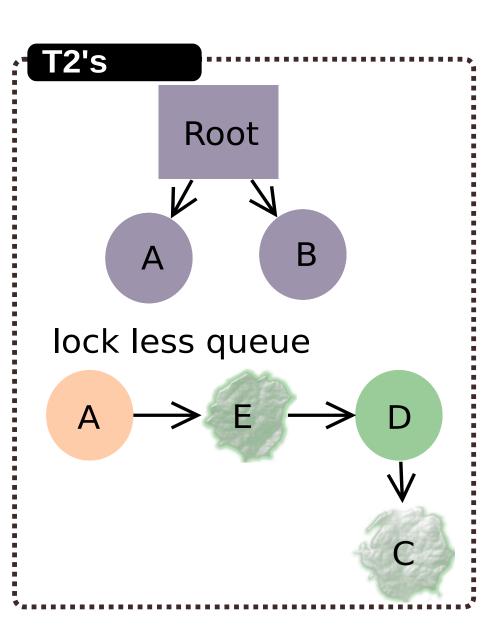
remove

Obj A

i-mark: 0

r-mark : 1

op : remove



T2

Tree lock