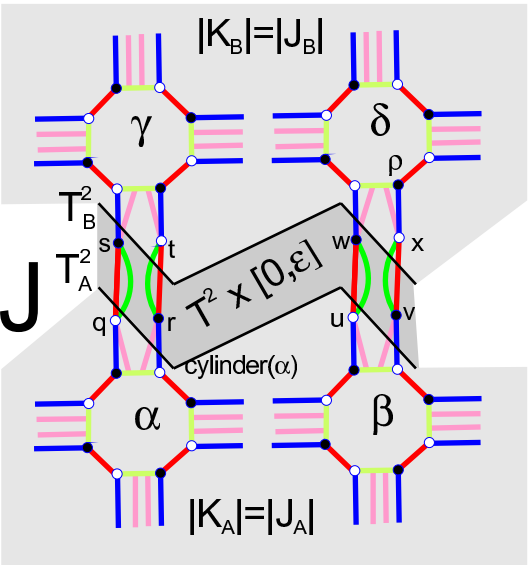
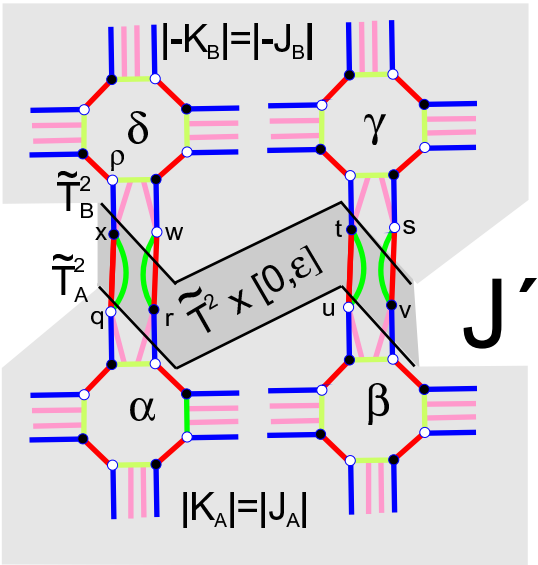
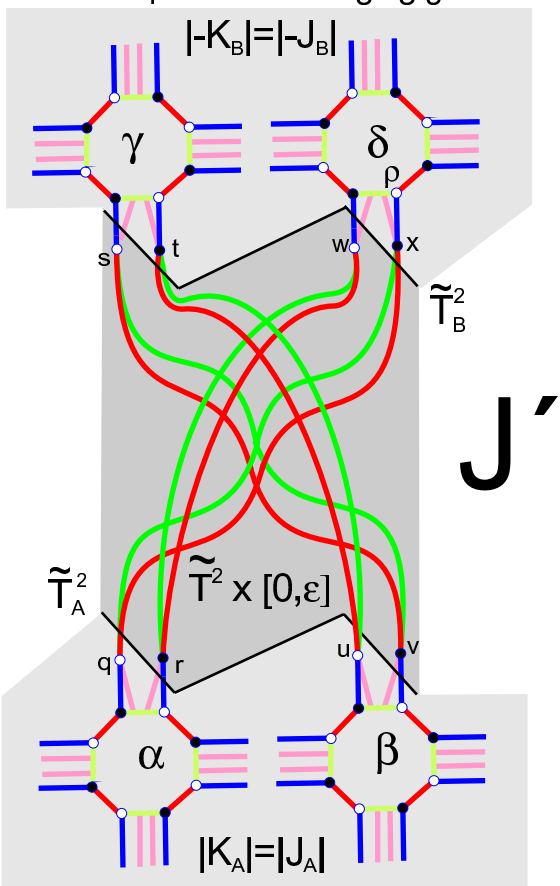
reflect J_B and change its parity
(ρ becomes white)





3D-flip without changing gem J´