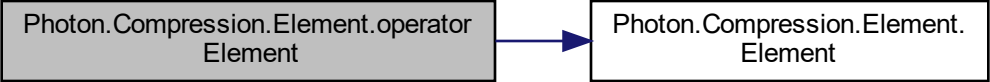


Photon.Compression.Element.operator
Element



```
graph LR; A[Photon.Compression.Element.operator  
Element] --> B[Photon.Compression.Element.  
Element]
```

Photon.Compression.Element.
Element