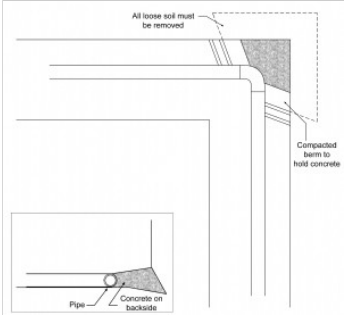


stabilize

stabilize images/graphics:



Thrust block