

pokemon go ar mapping

Pokemon Go AR Mapping: Enhancing the Augmented Reality Experience

pokemon go ar mapping has transformed the way players interact with the world around them, blending the virtual and real in ways that were once unimaginable. Since its launch, Pokémon Go has captivated millions by encouraging players to explore their neighborhoods, cities, and beyond in search of Pokémon. But behind this addictive gameplay lies a sophisticated AR mapping system that not only enhances immersion but also shapes the future of augmented reality gaming.

In this article, we'll dive deep into the world of Pokémon Go AR mapping, exploring how it works, why it matters, and what it means for players and developers alike. Whether you're a seasoned trainer or just curious about AR technology, there's plenty to uncover about this fascinating aspect of the game.

What Is Pokémon Go AR Mapping?

At its core, Pokémon Go AR mapping refers to the technology that allows the game to overlay virtual Pokémon and objects onto real-world environments using your smartphone's camera and sensors. Unlike traditional video games confined to a screen, Pokémon Go uses augmented reality (AR) to merge the digital and physical worlds, making creatures appear as if they are standing right in front of you.

This AR mapping involves capturing spatial data, recognizing surfaces, and understanding the environment's geometry to place Pokémon realistically. For example, when you see a Pikachu standing on a park bench through your phone, that's AR mapping in action — the game understands where the bench is and overlays the Pokémon accordingly.

How AR Mapping Works in Pokémon Go

The game's AR system relies heavily on a mix of hardware and software capabilities:

- **Camera and Sensors:** Your smartphone's camera captures live video, while sensors like gyroscopes and accelerometers track device orientation and movement.
- **SLAM (Simultaneous Localization and Mapping):** This technology helps the phone build a 3D map of the environment in real time, allowing Pokémon to be anchored to specific points in space.
- **Surface Detection:** By analyzing visual data, the AR system detects flat surfaces like tables, sidewalks, or grass patches where Pokémon can be placed.
- **Lighting and Shadows:** Advanced AR implementations adjust lighting on virtual creatures to match the environment, increasing realism.

Together, these elements create a seamless experience where digital content blends naturally with the physical world.

The Importance of AR Mapping in Gameplay

Pokémon Go AR mapping isn't just a flashy feature; it fundamentally changes how players engage with the game and the world around them.

Immersive Player Experience

One of the biggest draws of Pokémon Go is the feeling that Pokémon exist in real life. AR mapping is essential to this immersion. When a Pokémon appears to be hiding behind a tree or sitting on a park bench, it makes the encounter more thrilling and believable. This sense of presence encourages players to explore and interact with their environment more deeply.

Enhanced Social Interaction

AR mapping also supports shared experiences. Players can show friends Pokémon they've caught "in the wild" by pointing their phone cameras in specific directions. Niantic, the game's developer, has even experimented with multiplayer AR features, where precise mapping is crucial for multiple users to see the same virtual content simultaneously.

Encouraging Physical Activity and Exploration

By tying gameplay elements to real-world locations, AR mapping motivates players to get outside, walk, and discover new places. This dynamic has made Pokémon Go a pioneer in promoting physical activity through gaming, turning city parks, landmarks, and even small streets into adventure zones.

Technical Challenges and Innovations

Building and maintaining an effective AR mapping system is no small task. Pokémon Go developers have had to overcome various hurdles to deliver a smooth experience.

Dealing with Diverse Environments

Players use Pokémon Go in countless environments—urban areas with tall buildings, dense forests, dimly lit indoor spaces, and more. Each presents unique challenges for AR mapping:

- **Urban Canyons:** Tall buildings can interfere with GPS accuracy, making it tricky to place Pokémon correctly.
- **Low-Light Conditions:** Poor lighting affects the phone camera's ability to detect surfaces.
- **Dynamic Environments:** Moving objects like cars and crowds add complexity to real-time

mapping.

Niantic has leveraged AI and machine learning to improve environmental understanding and adapt to these conditions.

Battery Life and Performance Optimization

AR mapping requires significant processing power and sensor use, which can drain battery quickly. The development team continuously optimizes the game's performance to ensure longer play sessions without overheating or excessive battery consumption.

Community Contributions to AR Mapping

Interestingly, Pokémon Go AR mapping benefits from its player community. Niantic introduced initiatives that allow trainers to contribute data to improve the game's mapping accuracy.

Pokémon Go AR Mapping Tasks

At times, the game prompts players to scan specific locations or landmarks. These scans help build detailed 3D maps of PokéStops and Gyms, improving AR placement and interaction fidelity. By participating, players become part of a crowdsourced effort to enhance the game world.

Real-World Data Integration

Niantic also uses data from public sources and player inputs to keep the game's map up to date, reflecting changes in the real world such as new buildings or park modifications. This constant

updating ensures AR experiences remain relevant and accurate.

Future Prospects for Pokémon Go AR Mapping

The future of Pokémon Go AR mapping looks bright as technology continues to evolve.

Advancements in AR Hardware

Upcoming devices like AR glasses and more powerful smartphones will allow for even more immersive and natural AR experiences. Imagine spotting Pokémon without holding a phone or interacting with them through gestures and voice commands.

Deeper Environmental Interaction

Future updates may enable Pokémon to react dynamically to their surroundings, hiding behind objects, interacting with weather conditions, or even influencing the environment themselves.

Integration with Other Technologies

Combining AR mapping with technologies like 5G, AI, and cloud computing could enable real-time shared AR experiences at larger scales, transforming Pokémon Go into a more social and expansive platform.

Tips for Players to Get the Most Out of Pokémon Go AR Mapping

If you want to enhance your AR experience while playing Pokémon Go, here are some practical tips:

- **Use AR Mode in Well-Lit Areas:** Good lighting helps your camera detect surfaces better, making Pokémon placement more stable and realistic.
- **Keep Your Phone's Sensors Calibrated:** Regularly calibrate your compass and gyroscope for accurate AR positioning.
- **Scan Scout Locations:** Participate in AR mapping tasks when prompted to contribute to the community and improve your local map.
- **Experiment with Different Angles:** Move around Pokémon to see how AR mapping adjusts their position relative to real-world objects.
- **Stay Updated:** Keep your app and device firmware updated to benefit from the latest AR improvements.

Exploring these tips can make your Pokémon encounters feel more magical and engaging.

The intersection of augmented reality and gaming represented by Pokémon Go AR mapping has opened up new possibilities for interactive entertainment. By blending technology with physical exploration, it has created a unique platform that continues to evolve and inspire. Whether you're chasing rare Pokémon or just fascinated by AR tech, understanding the mapping behind the scenes

adds a new layer of appreciation to the adventure.

Frequently Asked Questions

What is AR mapping in Pokémon GO?

AR mapping in Pokémon GO allows players to scan and map real-world locations, which helps Niantic create detailed 3D maps to improve augmented reality gameplay.

How do I participate in AR mapping in Pokémon GO?

To participate, you need to enable AR mapping tasks during Field Research or Special Research events and scan your surroundings using the in-game AR camera as prompted.

Why is AR mapping important for Pokémon GO?

AR mapping improves the accuracy and realism of augmented reality features in the game, making Pokémon encounters and PokéStop placements more immersive and interactive.

Are there specific locations better for AR mapping in Pokémon GO?

Yes, open areas with good lighting and distinct features, such as parks, urban landmarks, and public spaces, are ideal for AR mapping to capture detailed environmental data.

Does completing AR mapping tasks reward me with items or XP?

Yes, completing AR mapping tasks typically rewards players with items, experience points (XP), and sometimes special encounters or bonuses.

Is AR mapping safe to do in Pokémon GO?

Players should always be aware of their surroundings and avoid dangerous areas or situations while performing AR mapping to ensure personal safety.

Can AR mapping help improve Pokémon GO's AR battles?

Yes, AR mapping provides detailed environmental data that can enhance AR battle experiences with more accurate placement and interaction of Pokémon in the real world.

Do I need a special device to do AR mapping in Pokémon GO?

No special device is required, but a smartphone with a good camera and AR capabilities (ARKit for iOS or ARCore for Android) is necessary to perform AR mapping.

How often does Niantic update AR mapping tasks in Pokémon GO?

Niantic updates AR mapping tasks periodically, often tied to special events or research tasks, to encourage ongoing player participation and improve map data.

Can AR mapping be done indoors for Pokémon GO?

While AR mapping can technically be done indoors, it is more effective outdoors where there are more distinct features and better lighting for accurate mapping results.

Additional Resources

****Exploring the Impact and Evolution of Pokémon Go AR Mapping****

pokemon go ar mapping has emerged as a crucial technological feature that enhances the immersive experience of the popular augmented reality mobile game Pokémon Go. Since its release in 2016, Pokémon Go has leveraged augmented reality (AR) to blend the virtual world of Pokémon with the real environment, creating a unique interactive gameplay. The integration of AR mapping technologies has not only transformed how players engage with the game but also set new standards for AR applications in mobile gaming.

The Role of AR Mapping in Pokémon Go's Gameplay

At its core, Pokémon Go AR mapping involves using a device's camera and sensors to detect and interpret the physical surroundings, allowing virtual Pokémon to be superimposed realistically onto real-world environments. This process relies on complex computer vision algorithms and spatial mapping to identify surfaces, depth, and orientation. By doing so, the game delivers a more authentic experience where Pokémon appear to inhabit the user's immediate surroundings.

The technology behind AR mapping involves simultaneous localization and mapping (SLAM), which continually constructs and updates a map of an environment while tracking the player's position. This dynamic mapping capability enables Pokémon Go to anchor virtual creatures on physical locations, enhancing gameplay by encouraging exploration and social interaction.

How AR Mapping Enhances User Engagement

The immersive nature of Pokémon Go's AR mapping encourages players to interact with their environment in novel ways. Unlike traditional games that confine players to screens, the AR feature motivates movement, outdoor activity, and discovery. Players must physically visit PokéStops, Gyms, and specific spawn points, all detected and rendered through AR mapping technologies.

Furthermore, AR mapping allows for a personalized experience. Players might encounter Pokémon hiding behind objects, on uneven terrain, or perched on benches, creating a sense of surprise and realism. This level of environmental interaction deepens emotional investment and contributes to the game's viral popularity.

Technical Foundations and Innovations in Pokémon Go AR

Mapping

Niantic, the developer behind Pokémon Go, has continually refined AR mapping through its Real World Platform. This platform integrates visual-inertial odometry, depth sensing, and environmental understanding to maintain realistic virtual-physical interactions. The game's compatibility with ARKit (iOS) and ARCore (Android) further enhances its ability to conduct accurate spatial mapping.

The evolution from simple AR overlays to sophisticated 3D mapping has allowed Pokémon Go to support new features, such as AR+ mode. Introduced in late 2018, AR+ uses enhanced environmental mapping to make Pokémon aware of nearby objects, resulting in more natural behavior and interactions. For example, Pokémon may hide behind real-world objects or flee if approached too quickly, adding a strategic layer to encounters.

Comparing Pokémon Go's AR Mapping to Other AR Applications

When compared to other AR games and applications, Pokémon Go's AR mapping stands out due to its scale and depth of environmental integration. While many AR apps use marker-based tracking requiring specific images or objects, Pokémon Go relies on markerless AR, mapping entire environments dynamically. This enables seamless gameplay across diverse locations without additional setup.

However, Pokémon Go's AR mapping is not without limitations. The technology depends heavily on device capabilities, including camera quality, sensors, and processing power. Players with older smartphones might experience less stable AR experiences, impacting gameplay. Moreover, environmental factors such as lighting and cluttered surroundings can affect mapping accuracy.

Implications and Future Directions of AR Mapping in Pokémon Go

The success of Pokémon Go's AR mapping has broader implications for augmented reality in gaming and beyond. By demonstrating how AR can drive user engagement through real-world interaction, Pokémon Go has influenced the development of location-based AR experiences in tourism, education, and retail.

Niantic continues to invest in AR mapping technologies, exploring the integration of 5G connectivity and edge computing to reduce latency and improve real-time mapping accuracy. The potential for multiplayer AR experiences, where multiple players can see and interact with the same virtual objects anchored in real space, also hinges on advances in AR mapping.

Challenges in Expanding AR Mapping Capabilities

Despite progress, challenges remain in scaling AR mapping for complex environments. Urban areas with glass surfaces, reflective materials, or fast-moving crowds can confuse mapping algorithms. Privacy concerns also arise, as AR mapping requires continuous environmental scanning, raising questions about data collection and user consent.

Niantic has addressed some of these concerns by anonymizing data and focusing on aggregate environmental information rather than detailed individual scans. Balancing technological advancement with ethical considerations will be critical as AR mapping becomes more sophisticated.

- **Device Compatibility:** Ensuring smooth AR mapping across a wide range of smartphones remains a hurdle.
- **Environmental Complexity:** Mapping accuracy can degrade in challenging physical settings.

- **Privacy and Security:** Responsible data management is essential for user trust.

Conclusion

The integration of AR mapping in Pokémon Go represents a landmark in augmented reality gaming, setting a benchmark for immersive, location-based experiences. By blending advanced spatial mapping with engaging gameplay, Pokémon Go has created a compelling world where digital creatures coexist with reality. As technology evolves, so too will the capabilities and applications of AR mapping, potentially transforming not only gaming but the way we interact with the world around us. The ongoing development and refinement of these technologies ensure that Pokémon Go remains a pivotal case study in the dynamic intersection of augmented reality and mobile entertainment.

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pokemon go ar mapping: *Responsible and Resilient Design for Society, Volume 6* Amaresh Chakrabarti, Vishal Singh, Prasad S. Onkar, Mohammad Shahid, 2025-10-11 This book showcases cutting-edge research papers from the 10th International Conference on Research into Design (ICoRD 2025) – the largest in India in this area – written by eminent researchers from across the world on design processes, technologies, methods and tools, and their impact on innovation. This tenth edition of this biennial conference delves into the multifaceted nature of design, showcasing cutting-edge research and fostering collaboration. It aims to showcase cutting-edge research about design to the stakeholders; aid the ongoing process of developing and extending the collective vision through emerging research challenges and questions; and provide a platform for interaction, collaboration and development of the community in order for it to take up the challenges to realize the vision. The contemporary world is in the midst of significant shifts, encompassing everything from climate change to the rapid advancements in Artificial Intelligence. These transformations impact the fabric of everyday human lives and society as a whole. In this context, design emerges as a crucial player, offering a pivotal role in navigating these changes to foster a balanced and just world. This conference edition, therefore has the theme of 'Responsible and Resilient Design for Society', underscoring the importance of adopting approaches that contribute to building a resilient society while acknowledging the responsibilities that come with being designers and researchers. The book will be of interest to researchers, professionals and entrepreneurs working in the areas on industrial design, manufacturing, consumer goods, and industrial management who are interested in the new and emerging methods and tools for design of new products, systems and services.

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Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn Build a location-based augmented reality game called Foodie Go Animate a player's avatar on a map Use the mobile device's camera as a game background Implement database persistence with SQLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game, inventory, menu, and settings Perform location and content searches against the Google Places API Enhance the game's mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to create every step of the game and gives practical examples.

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pokemon go ar mapping: *Das Amazon-Modell* Natalie Berg, Miya Knights, 2022-06-16 Amazon ist eines der wertvollsten Unternehmen der Welt. Was sind die Geheimnisse seines Erfolgs? Wie lassen sich diese Erkenntnisse auf andere Unternehmen im E-Commerce-Sektor übertragen? Die renommierten Einzelhandelsexpertinnen Natalie Berg und Miya Knights geben überzeugende Antworten. Das Amazon-Modell bietet einzigartige Einblicke in die disruptiven Strategien des unerbittlichsten Einzelhändlers und Innovators der Welt. Es zeigt, wie diese Strategien auf jedes Unternehmen im E-Commerce-Sektor angewendet werden können und wie professionell Amazon auf die Corona-Pandemie reagierte. Eine unschätzbare Ressource, um aus dem beispiellosen Aufstieg von Amazon zu lernen und erfolgreich zu handeln.

pokemon go ar mapping: *Pipeline Real-time Data Integration and Pipeline Network Virtual Reality System* Zhenpei Li, Lehao Yang, 2021-01-09 As the second volume of the Digital Oil & Gas Pipeline: Research and Practice series of monographs, this book introduces the implementation strategies, examples and technical roadmaps of two important aspects of the Digital Oil & Gas Pipeline construction: pipeline real-time data integration and pipeline network virtual reality system. Two example of pipeline real-time data integration are elaborated: integration of pipeline WebGIS (Geographic Information System) and pipeline SCADA (Supervisory Control and Data Acquisition) via OPC (OLE for Process Control) technology, integration of pipeline network virtual reality system and pipeline SCADA via OPC, JNI (Java Native Interface) and SAI (Scene Access Interface). The pipeline network virtual reality system aims for the pipeline virtual expression, interaction, and 3D visual management. It can be used for pipeline route visual design and plan, immersive pipeline industry training, remote visual supervision and control, etc. The implementation details of the pipeline network virtual reality system, including 3D pipeline and terrain modeling with X3D (Extensible 3D) technology, improving large-scene display performance and speed in the network environment using LOD (Level of Detail) technology, interaction of virtual pipeline scenes, and pipeline 3D visual monitoring, are also introduced. The knowledge and experience delivered by this book will provide useful reference for the readers from the industries of oil & gas pipeline, GIS, Virtual Reality, industrial control, etc.

pokemon go ar mapping: *Game Development 2042* Tim Fields, 2022-10-14 This book is a fast-paced look at the next two decades of the games industry with a focus on game design, the evolution of gaming markets around the world, the future of technology, Artificial Intelligence, Big Data, crypto-currency, and the art and business of creating and publishing hit games. The book contains interviews with a dozen veteran games industry luminaries, who have collectively created many of the greatest hits of the last twenty years and grossed tens of billions of dollars in revenue for companies like Electronic Arts, Facebook, Apple, Activision, Microsoft, Amazon, Supercell, Netflix, Warner Brothers, and others. Game Development 2042 is meant for game developers, anyone with a financial interest in the games business, and for gamers who want to know what the future holds. Mobile, console, PC, web, free-to-play, play-to-earn, and other businesses are discussed in depth with specific examples.

pokemon go ar mapping: *Actionable Media* John Tinnell, 2018 In 1991, Mark Weiser and his

team at Xerox PARC declared they were reinventing computers for the twenty-first century. The computer would become integrated into the fabric of everyday life; it would shift to the background rather than being itself an object of focus. The resulting rise of ubiquitous computing (smartphones, smartglasses, smart cities) have since thoroughly colonized our digital landscape. In *Actionable Media*, John Tinnell contends that there is an unsung rhetorical dimension to Weiser's legacy, which stretches far beyond recent iProducts. Taking up Weiser's motto, Start from the arts and humanities, Tinnell develops a theoretical framework for understanding nascent initiatives--the Internet of things, wearable interfaces, augmented reality--in terms of their intellectual history, their relationship to earlier communication technologies, and their potential to become vibrant platforms for public culture and critical media production. It is clear that an ever-widening array of everyday spaces now double as venues for multimedia authorship. Writers, activists, and students, in cities and towns everywhere, are digitally augmenting physical environments. Audio walks embed narratives around local parks for pedestrians to encounter during a stroll; online forums are woven into urban infrastructure and suburban plazas to invigorate community politics. This new wave of digital communication, which Tinnell terms actionable media, is presented through case studies of exemplar projects by leading artists, designers, and research-creation teams. Chapters alter notions of ubiquitous computing through concepts drawn from Bernard Stiegler, Gregory Ulmer, and Hannah Arendt; from comparative media analyses with writing systems such as cuneiform, urban signage, and GUI software; and from relevant stylistic insights gleaned from the open air arts practices of Augusto Boal, Claude Monet, and Janet Cardiff. *Actionable Media* challenges familiar claims about the combination of physical and digital spaces, beckoning contemporary media studies toward an alternative substrate of historical precursors, emerging forms, design philosophies, and rhetorical principles.

pokemon go ar mapping: *Città e guerra : difese, distruzioni, permanenze delle memorie e dell'immagine urbana. Tomo II : tracce e patrimoni* Maria Ines Pascariello, Alessandra Veropalumbo, Raffaele Amore, 2023-12-31 [Italiano]: In un momento così significativo per la storia europea e mondiale, questo volume vuole essere la raccolta di riflessioni scientifiche condotte sui rapporti tra le scelte politiche, le azioni militari e la fisionomia delle città e del paesaggio urbano, sull'evoluzione delle strutture e delle tecniche di difesa, sulla rappresentazione della guerra e dei suoi effetti sull'immagine urbana, sul recupero delle tracce della memoria cittadina. Da una parte il campo delle Digital Humanities apre nuove prospettive per studiare l'immagine della città prima, durante e dopo la guerra, dall'altro le tecnologie digitali impegnano studiosi e ricercatori di varie discipline: in particolare nell'ambito del disegno viene esplorato il ruolo della rappresentazione nella formulazione dei progetti urbani di difesa e nella documentazione degli eventi bellici e delle tracce lasciate dai conflitti, mentre nell'ambito del restauro vengono approfondite le sfide teoriche e pratiche imposte dai danni arrecati dai conflitti ai centri storici, passando in rassegna casi studio, soluzioni e dibattiti relativi alla conservazione del patrimonio urbano coinvolto in azioni di guerra, con un'attenzione particolare all'identità e alla memoria collettiva./[English]: At such a significant moment in European and world history, this volume aims to be a collection of scientific reflections about the relationships between political choices, military actions and the physiognomy of cities and the urban landscape, about the evolution of defence structures and techniques, about the representation of war and its effects on the urban image, and about the recovery of the traces of city memory. On the one hand the field of Digital Humanities opens up new perspectives to study the image of the city before, during and after the war, on the other hand digital technologies engage academics and researchers from various disciplines: In particular, in the area of drawing, the role of representation in the formulation of urban defence projects and in the documentation of wartime events and the traces left behind by conflicts is explored, while in the area of conservation, the theoretical and practical challenges imposed by the damage caused by conflicts to historic centres are explored, reviewing case studies, solutions and debates relating to the conservation of urban heritage involved in wartime actions, with a focus on identity and collective memory.

pokemon go ar mapping: Schizoanalysis and Asia Joff P. N. Bradley, 2022-11-08 This book is

an update, extension and radicalization of Guattari's philosophy of the postmedia. It is the first of its kind to comprehensively apply Guattari's thought on postmedia to post-millennium technological developments. Given the considerable interest in Félix Guattari and Gilles Deleuze's work and its influence in Asia and South-East Asia and beyond, the book is a timely contribution and update of Guattari's essential concepts. It offers a fresh approach to applying Guattari and Deleuze to local contexts. Both Félix Guattari's schizoanalysis and Gilles Deleuze's philosophy remain excellent tools to decode the politics of postmedia. The book centres around the influence of Guattari's work on the Japanese archipelago and how Japan itself impacted on the work of Guattari in the 1980s. The book updates Guattari's work and apply it to the problems which are affecting societies in Asia and beyond. It highlights current research on postmedia by scholars who are working to understand how Japanese society is functioning post-Fukushima and how the country continues to toil from the "geo-trauma" of the real.

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