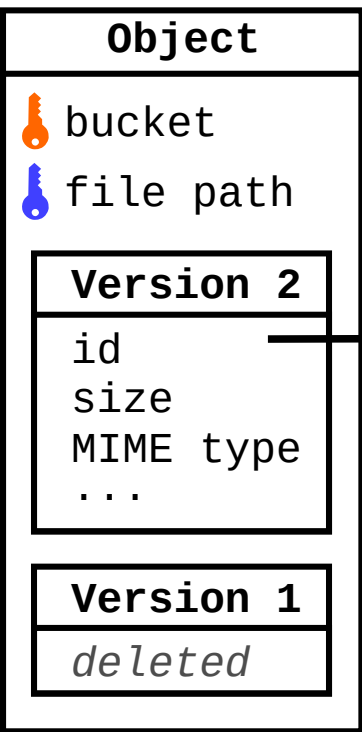
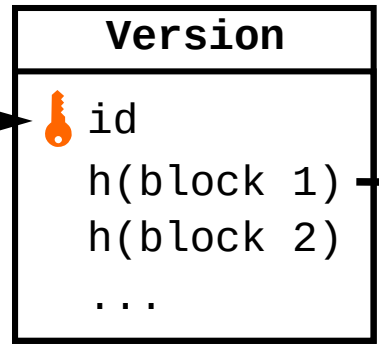


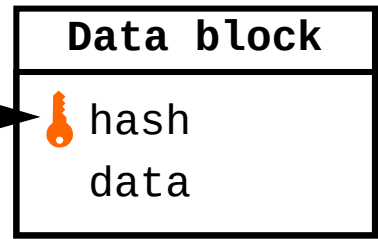
# Objects table





# Versions table



# Blocks table



 = partition key  
 = sort key