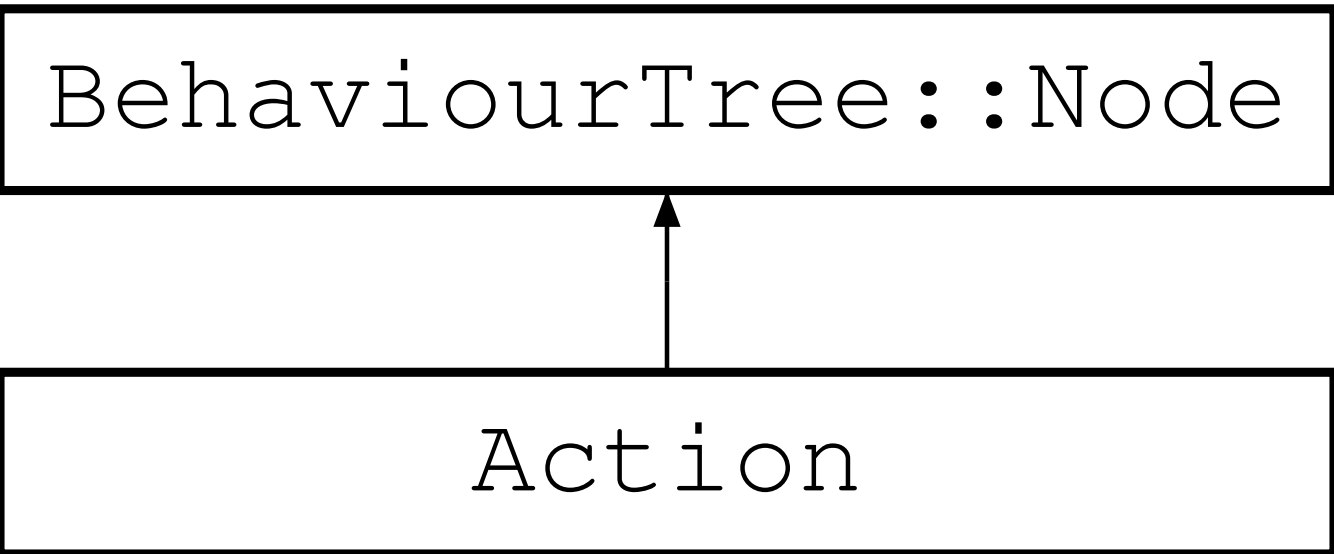
BehaviourTree::Node
Action