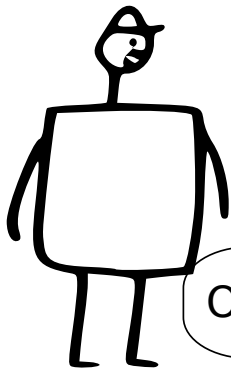
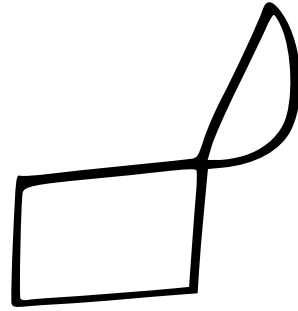
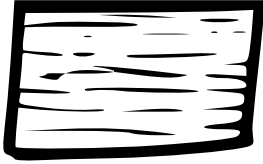
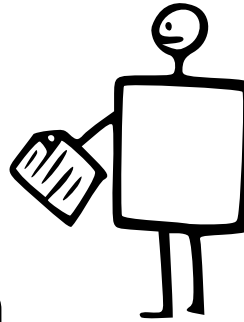


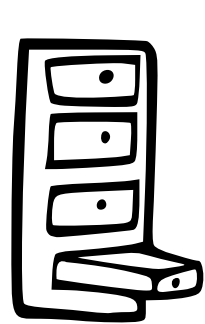
I need texture "kitten.png".  
I'm going to ask  
ResourceManager for it.



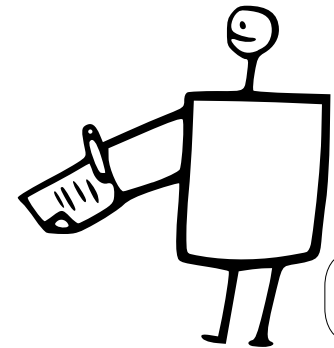
Ok, let me check.



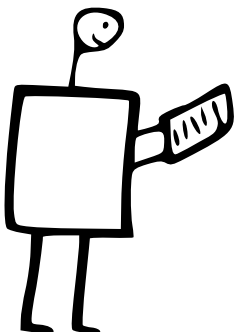
Hi, mr. RM.  
I need "kitten.png"



Sorry, dude. That texture  
is not in RAM.  
I will have to load it from  
disk. When loaded you  
will find it at address 42.



Ok



While the resource  
is being loaded, I  
can do other things.

