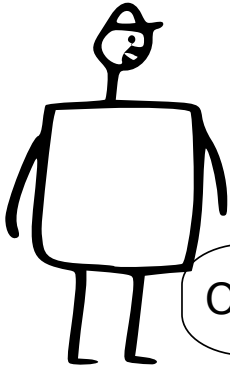
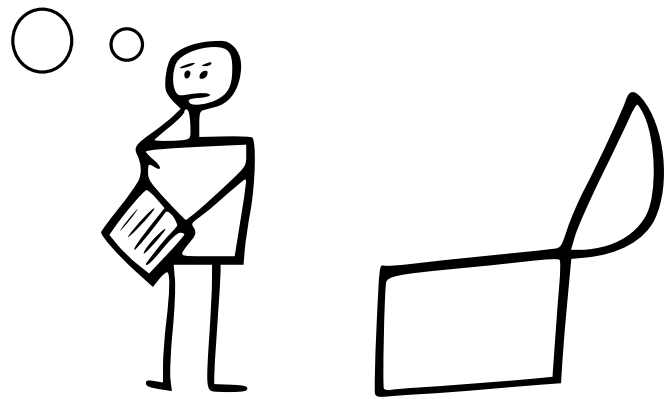
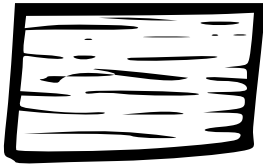
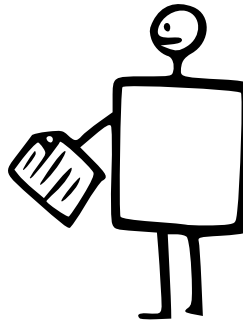


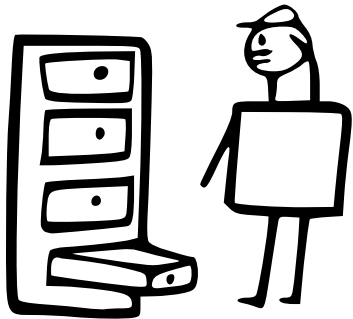
I need texture "kitten.png".
I'm going to ask
ResourceManager for it.



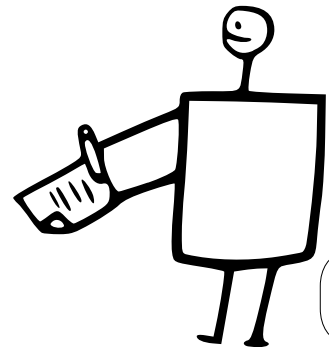
Ok, let me check.



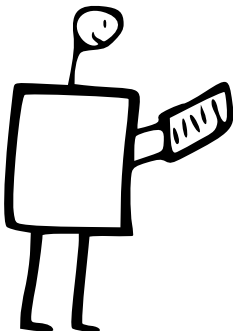
Hi, mr. RM.
I need "kitten.png"



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.

