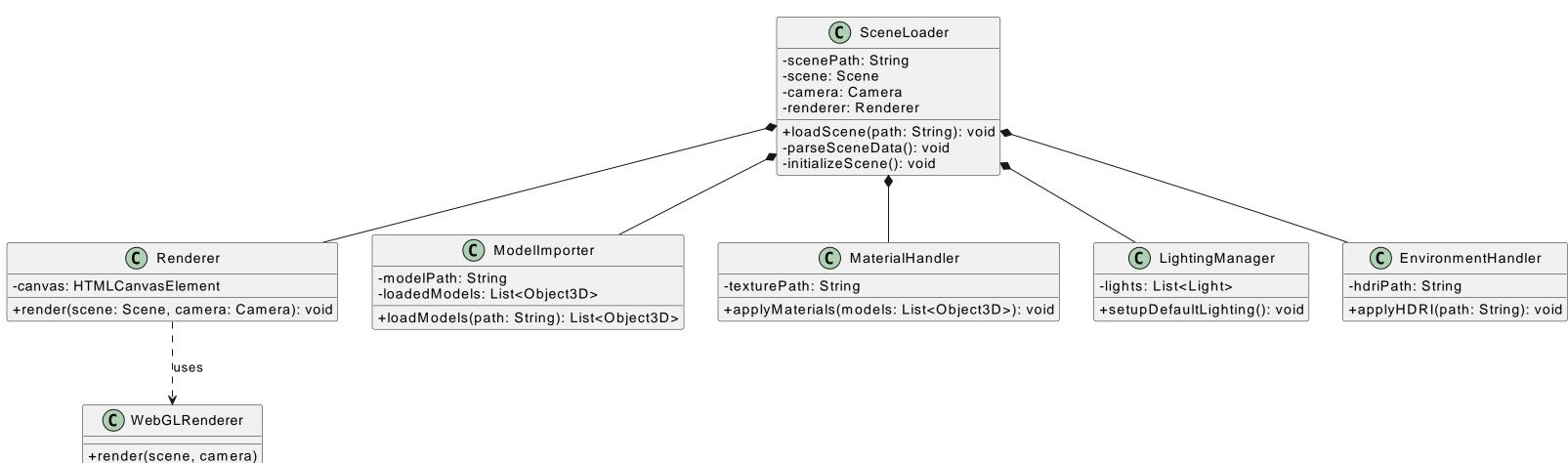
Class Diagram: Scene Integration System



+setSize(width, height)