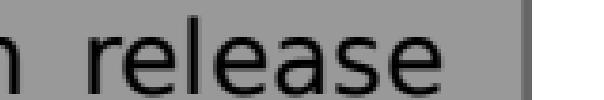


geometry\_system\_release



destroy\_geometry



material\_system\_release