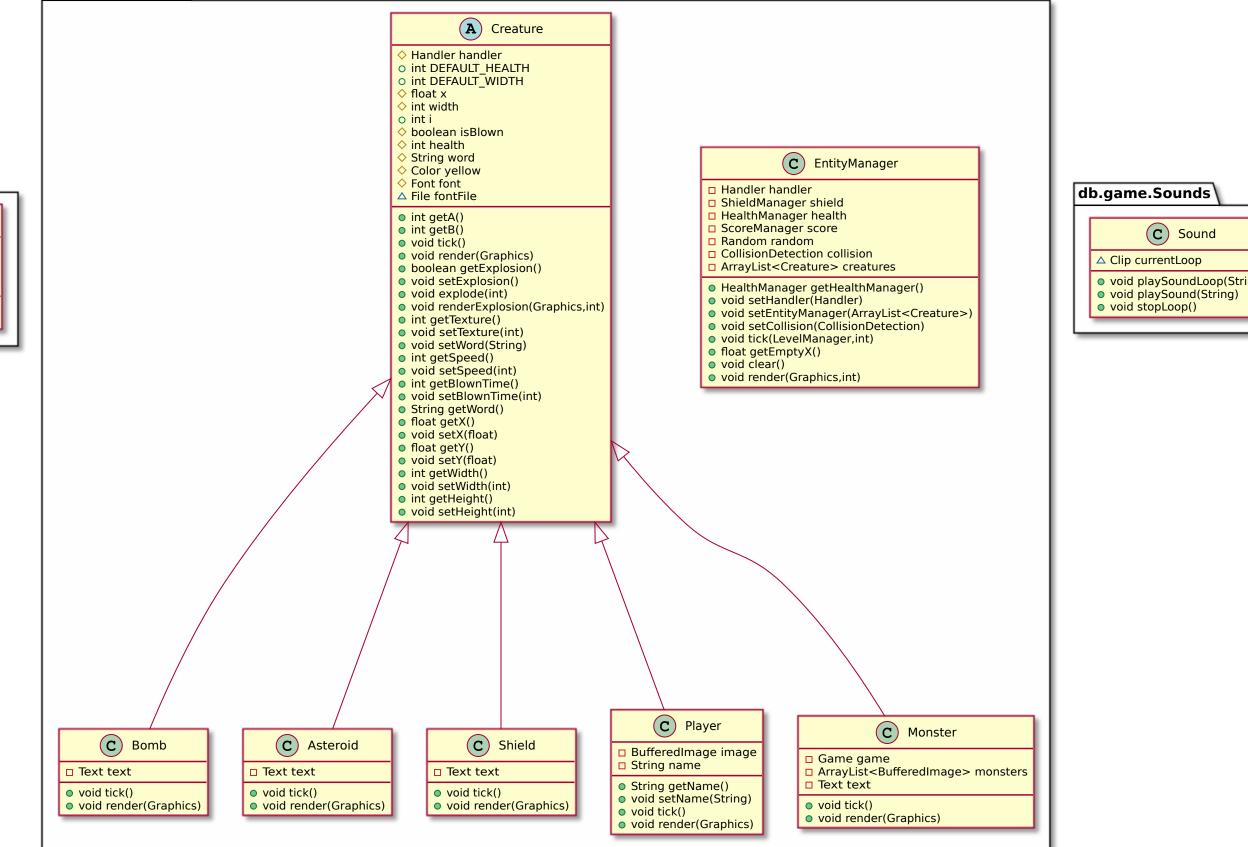


void render()void run()void start()void stop()



db.game.Entities