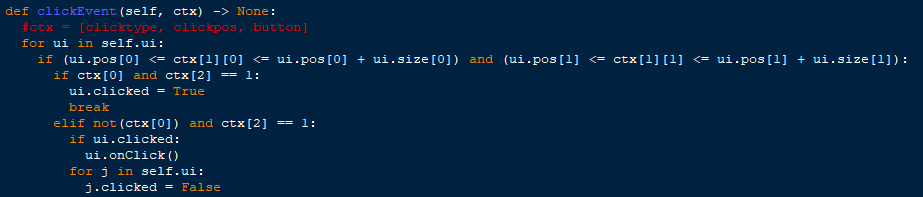
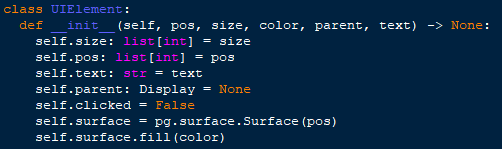
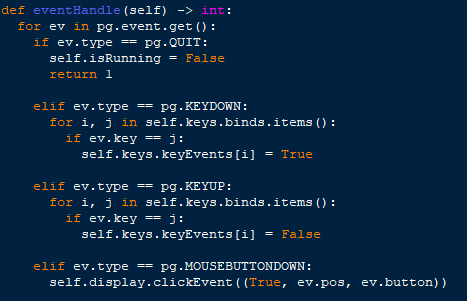


Play button doesn’t work





Pos was used instead of size at self.surface



No event handle for mousebuttonup