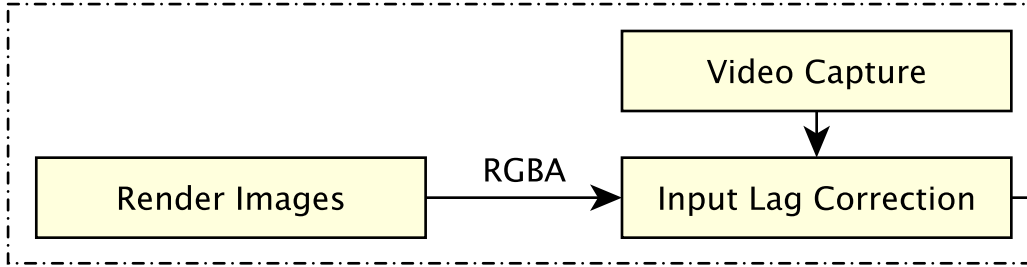


## Engine Scripting



## Shader Program

