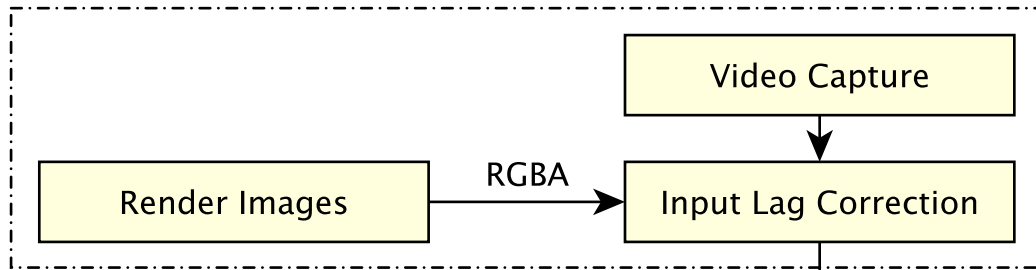


Engine Scripting



Shader Program

