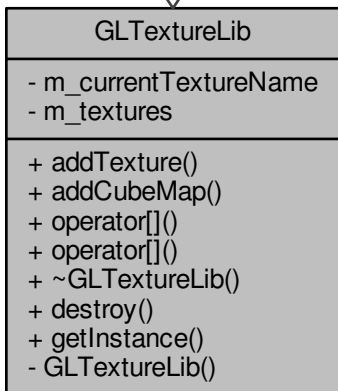


-m_currentTexture



-m_instance

