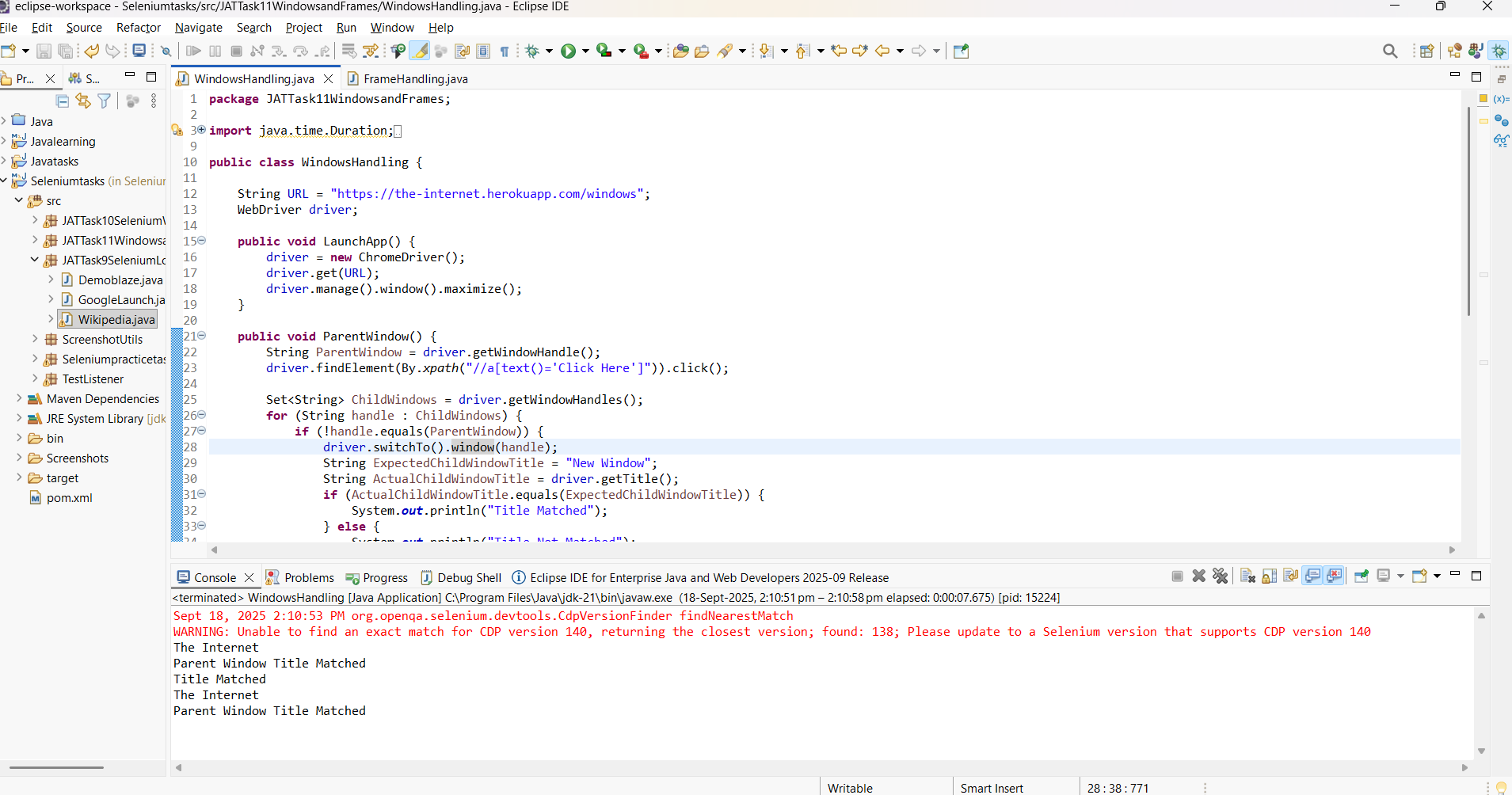
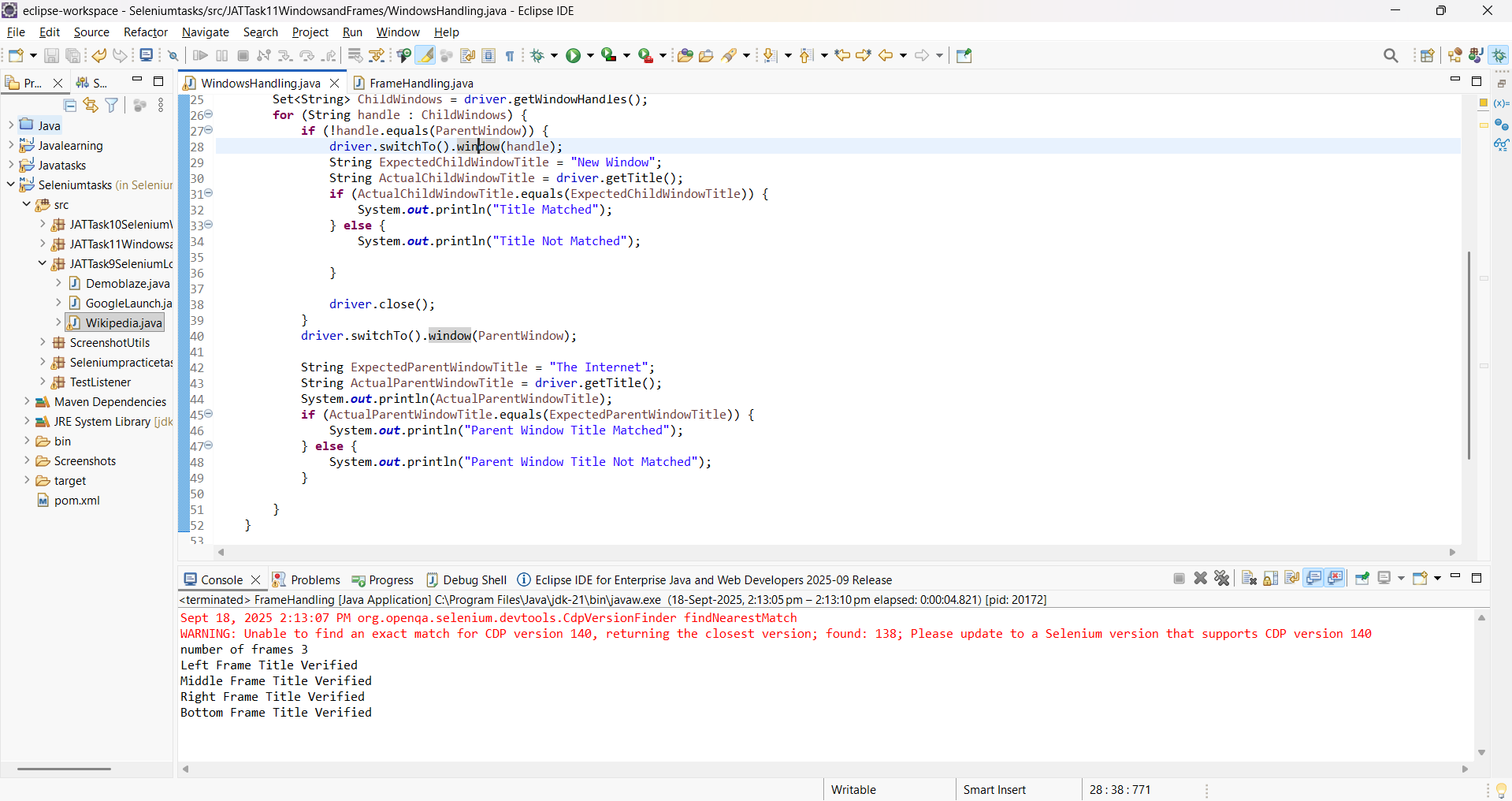
1. Windows handling





1. FrameHandling

