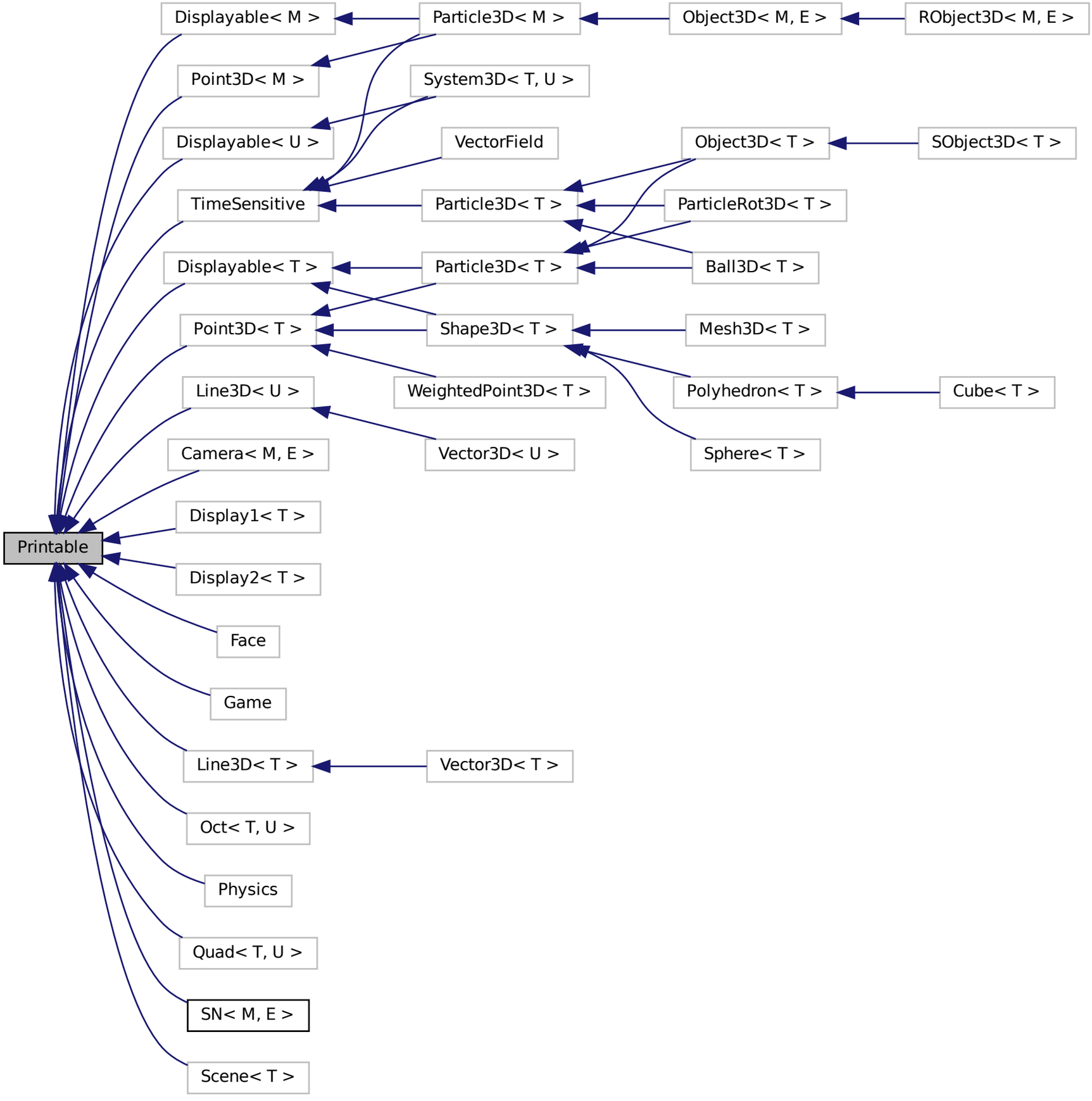
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Game
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Physics
Quad< T, U >
SN< M, E >
Scene< T >