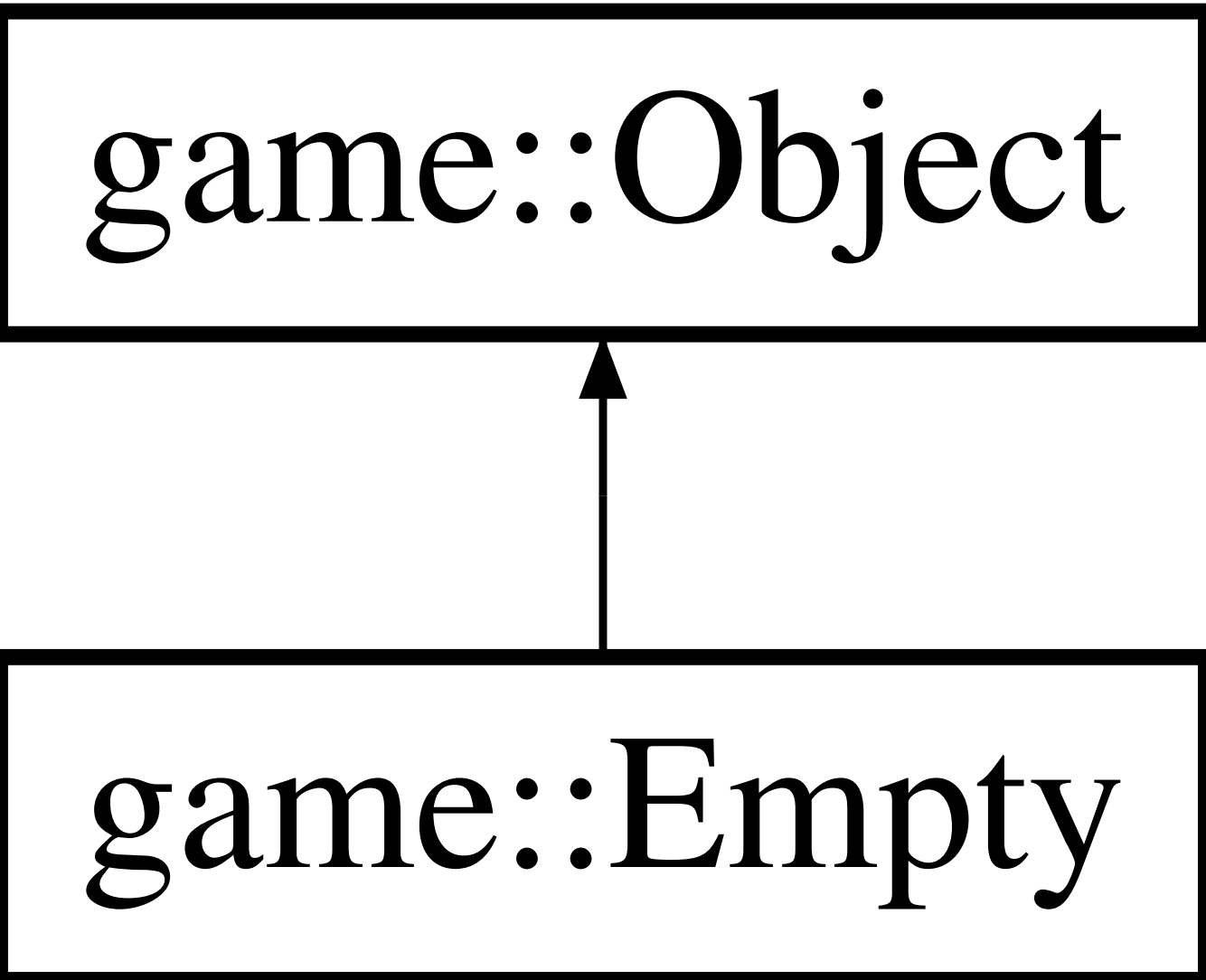
game::Object
game::Empty