

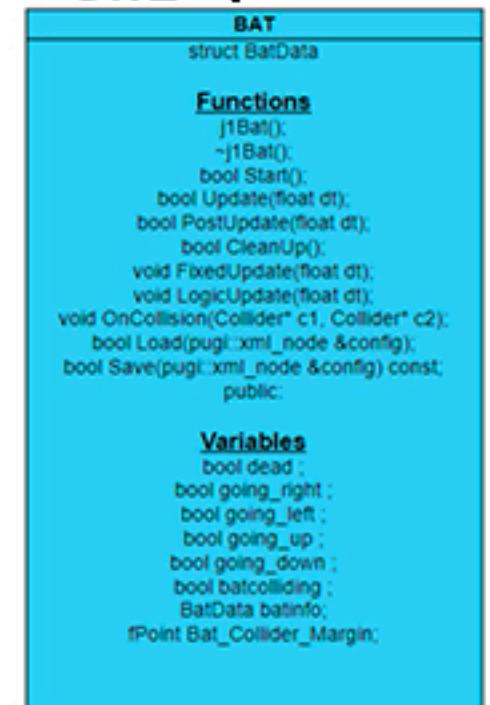
Every entity has it's struct with their own variables. Only the relevant variables are shown



1



0..2



0..1