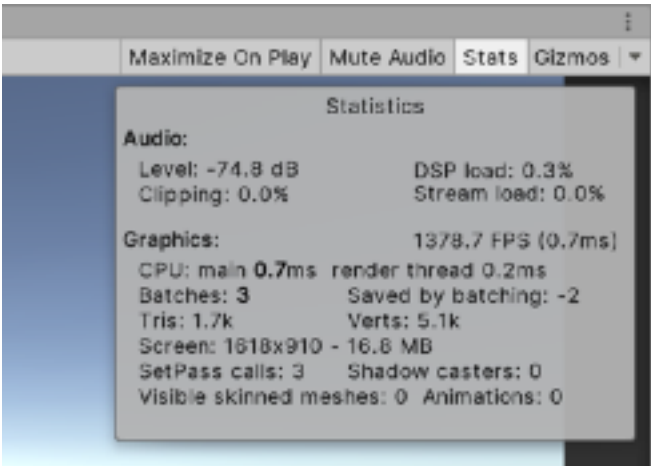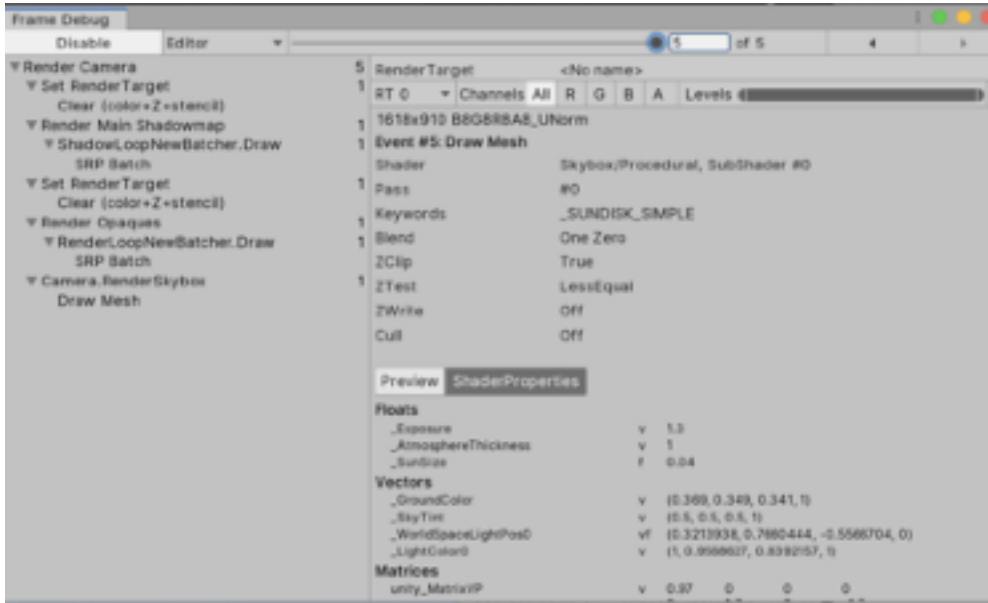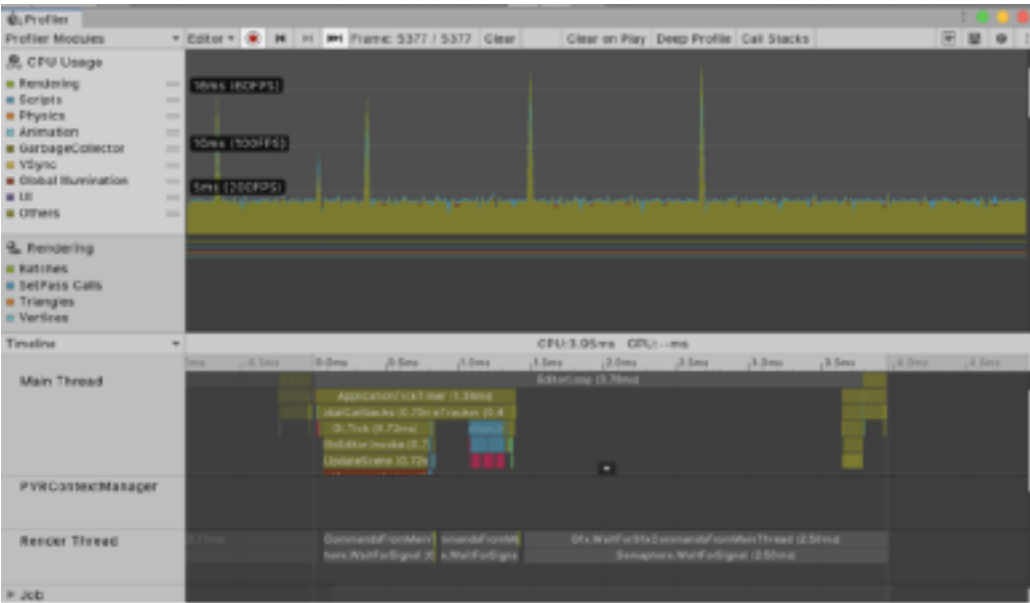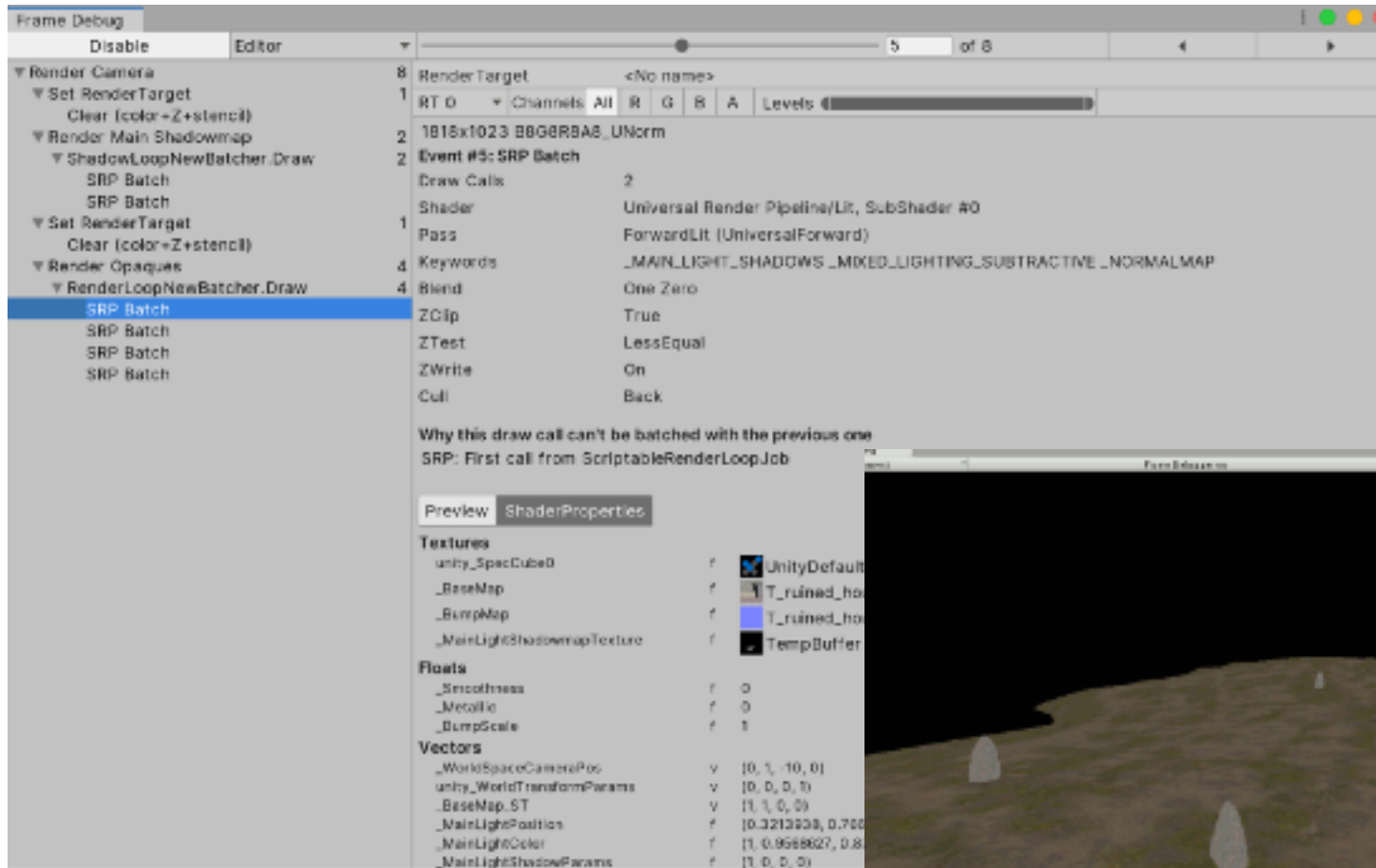# Graphics profilers

Frame Debugger

Step through how one frame is built