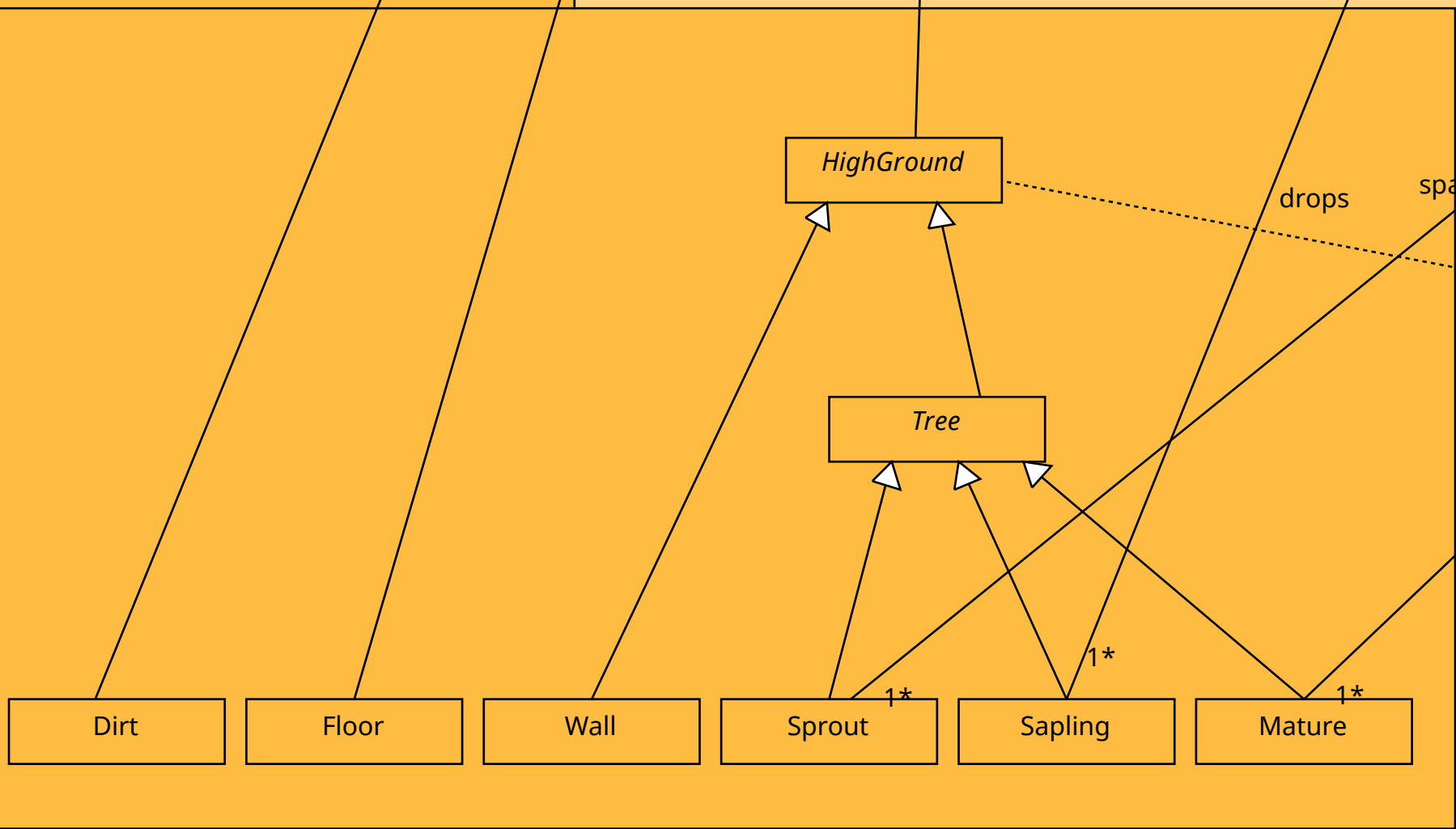


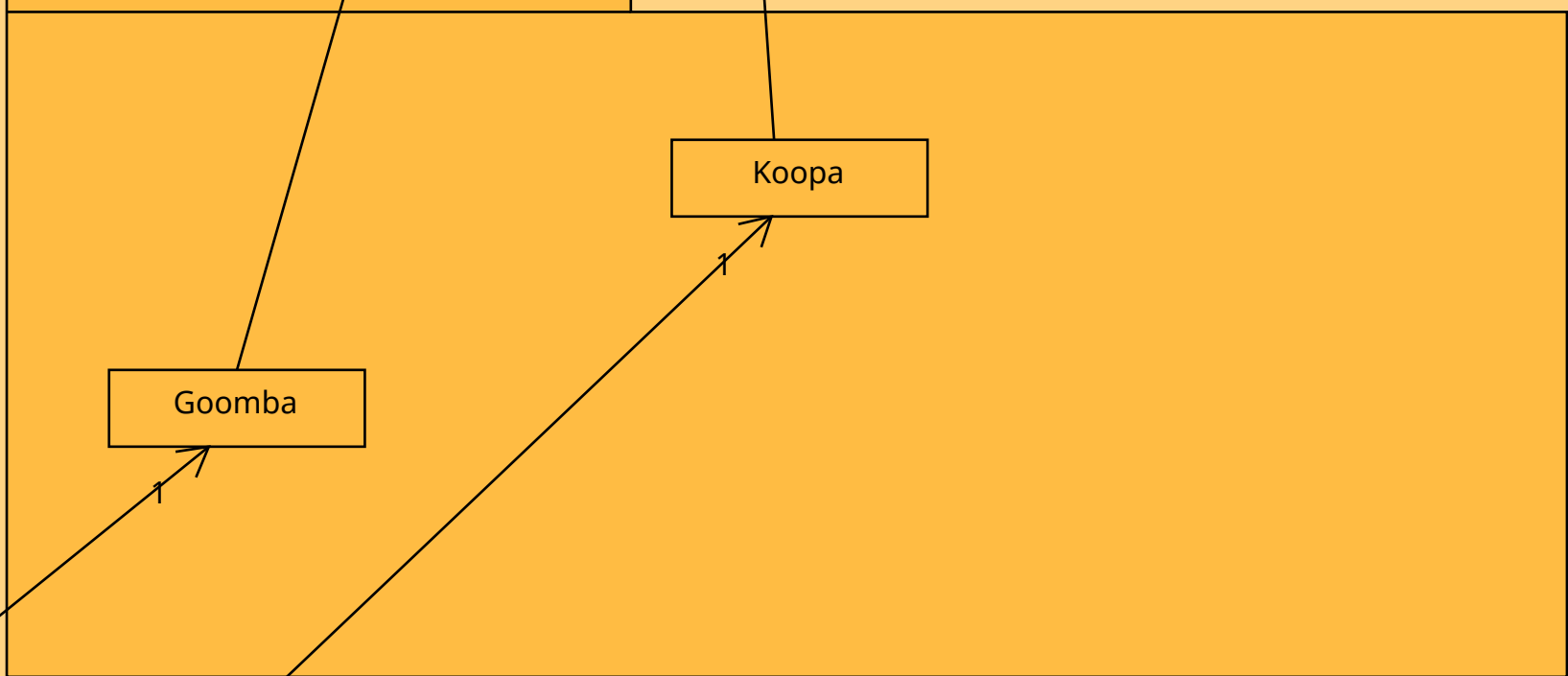
engine

game

terrain



actors



enums

