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Tiled Terrain System for Games and Simulations

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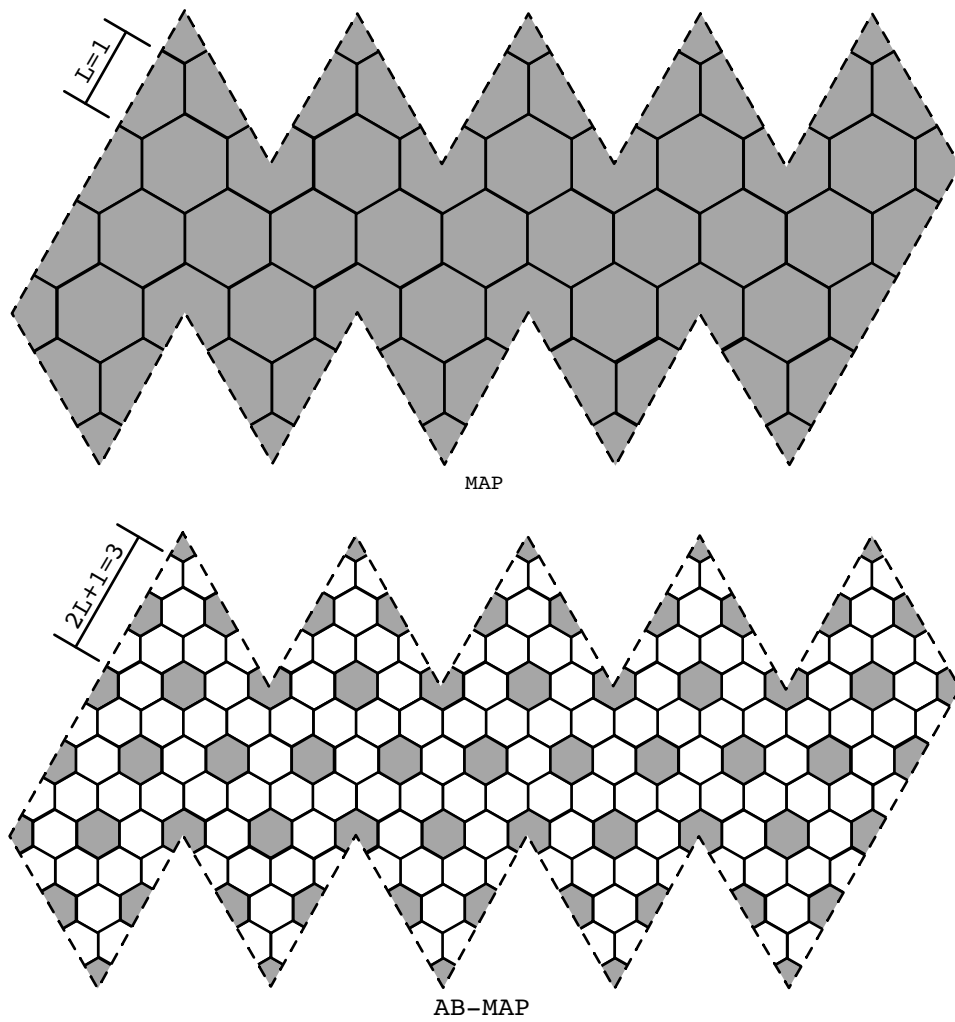
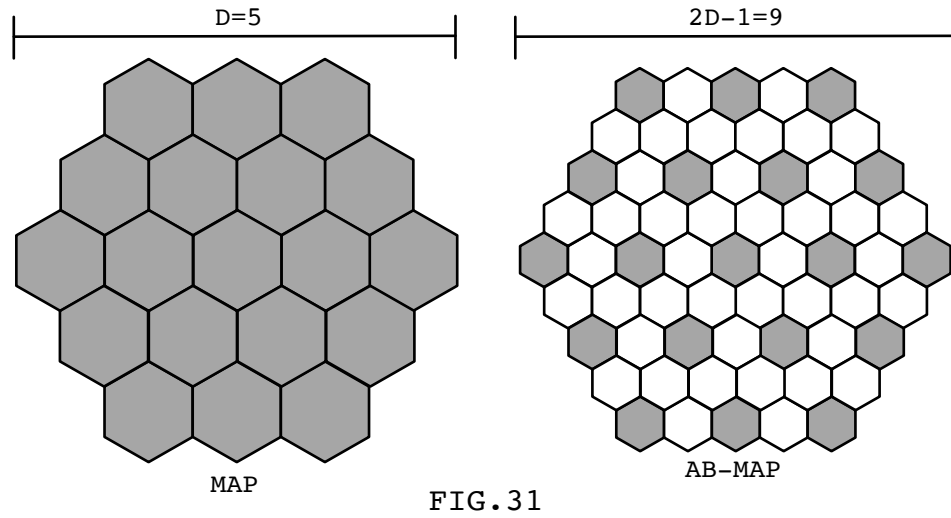


FIG. 32

