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Tiled Terrain System for Games and Simulations

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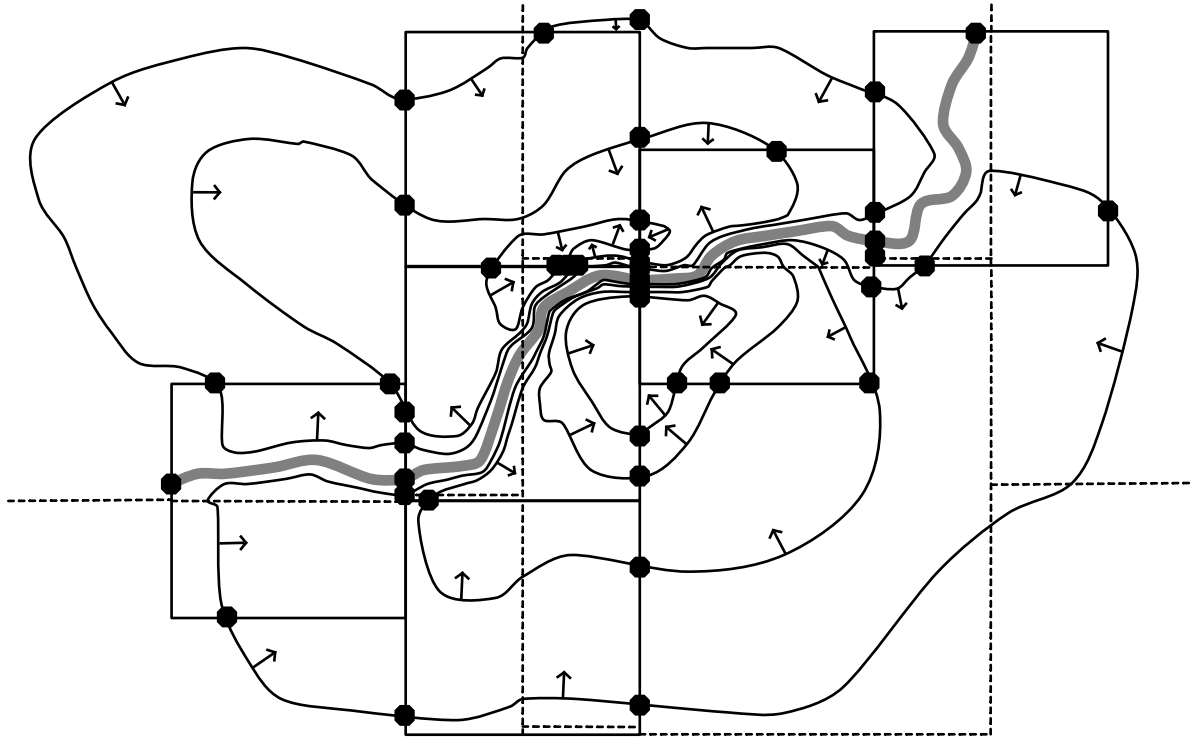


FIG. 130



FIG. 131

