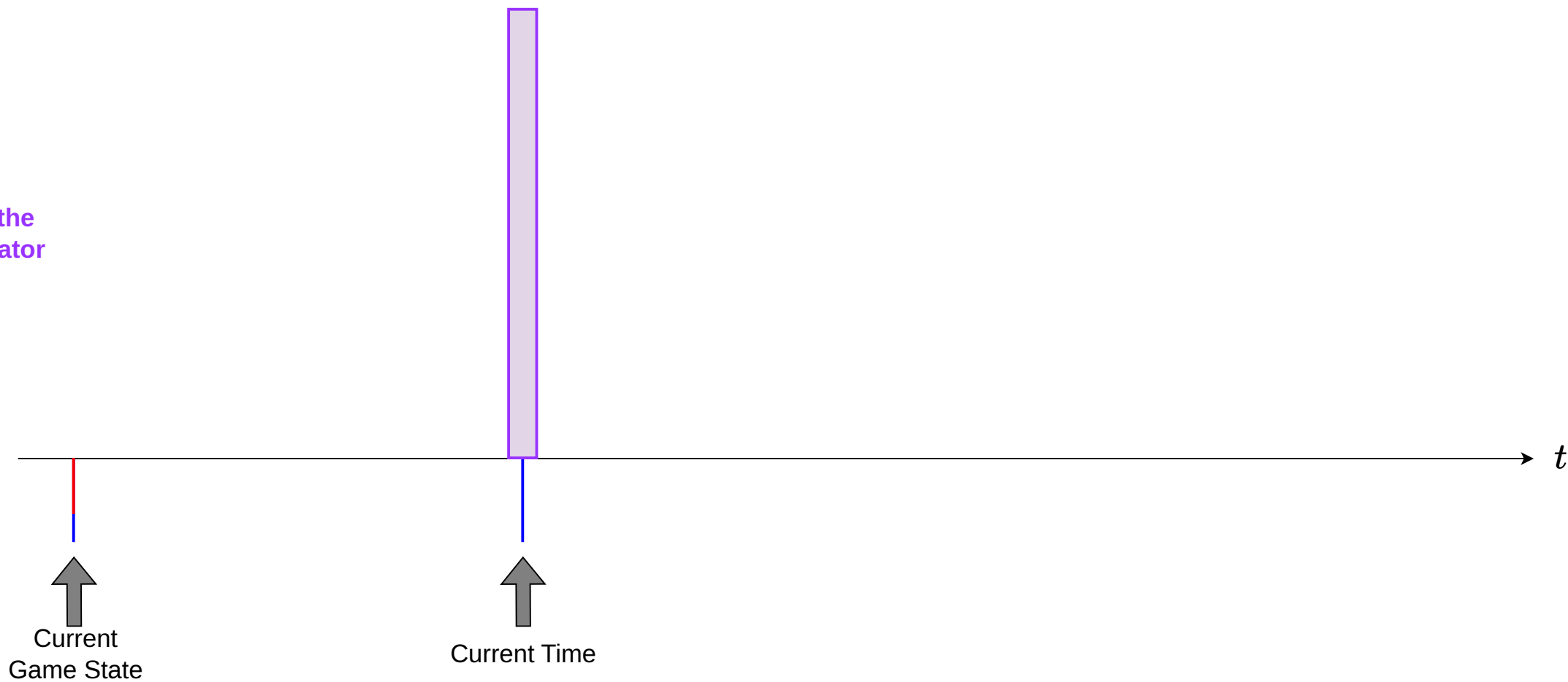


Time in the  
Accumulator



Physics  
Engine

Renderer

draw()