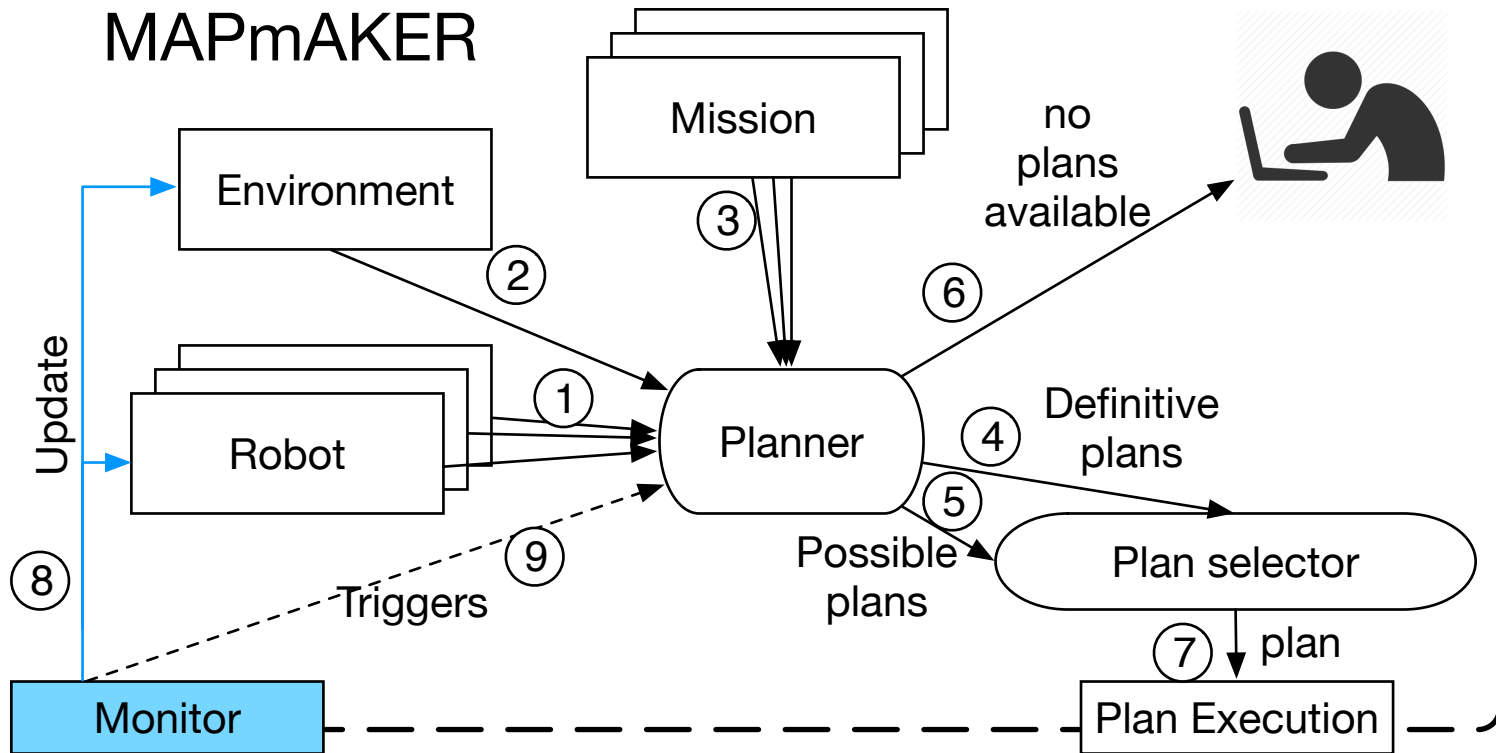


# MAPmAKER



## Running system

### Legend

Artifacts

Components

System Components

Information flow

Triggers