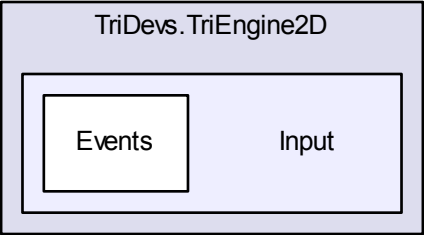


TriDevs.TriEngine2D



Events

Input