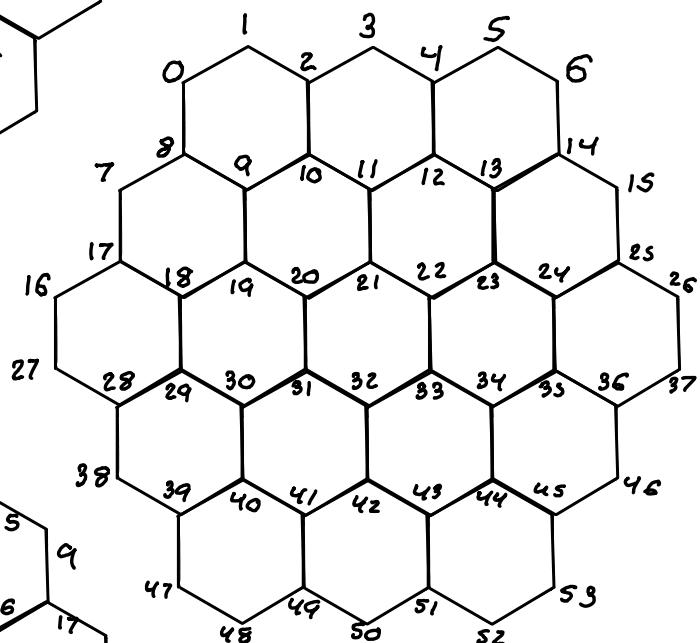
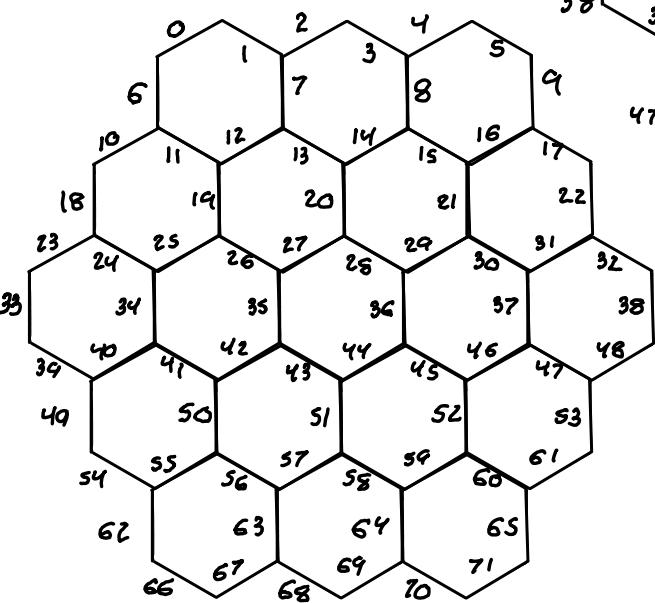


Tiles

Nodes



Edges



Ports

