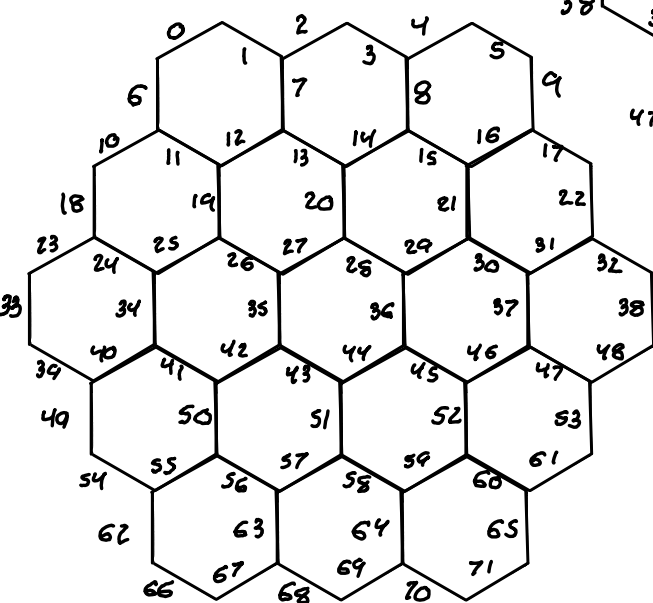
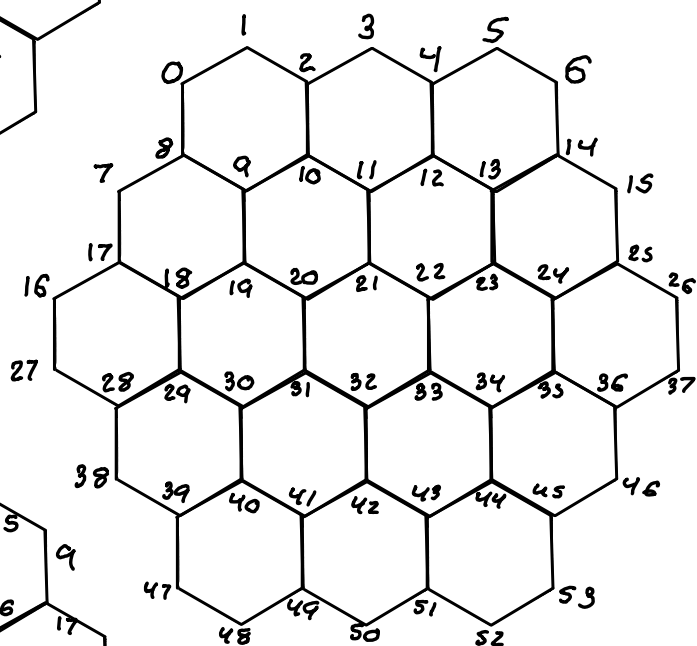


Tiles

Nodes



Edges

Ports

