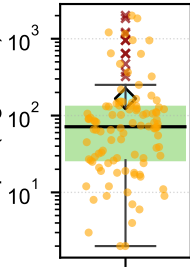
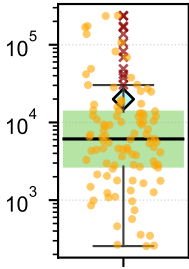


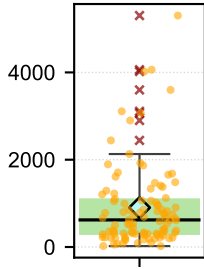
Scripts (log scale)



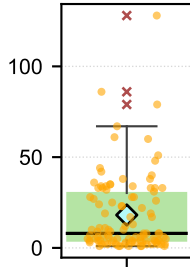
LOC (log scale)



Files



Scenes



GameObjects (log scale)

