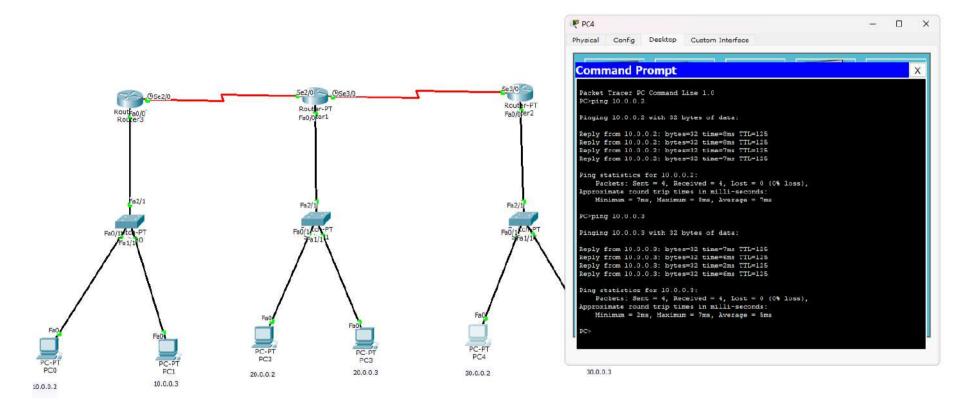
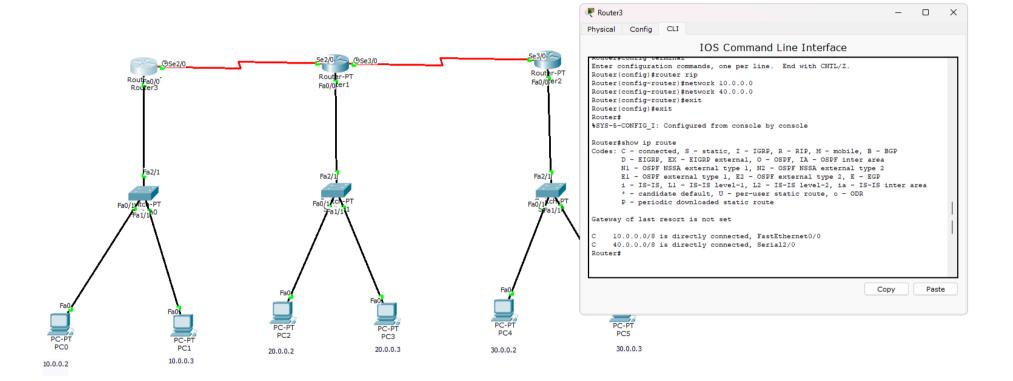


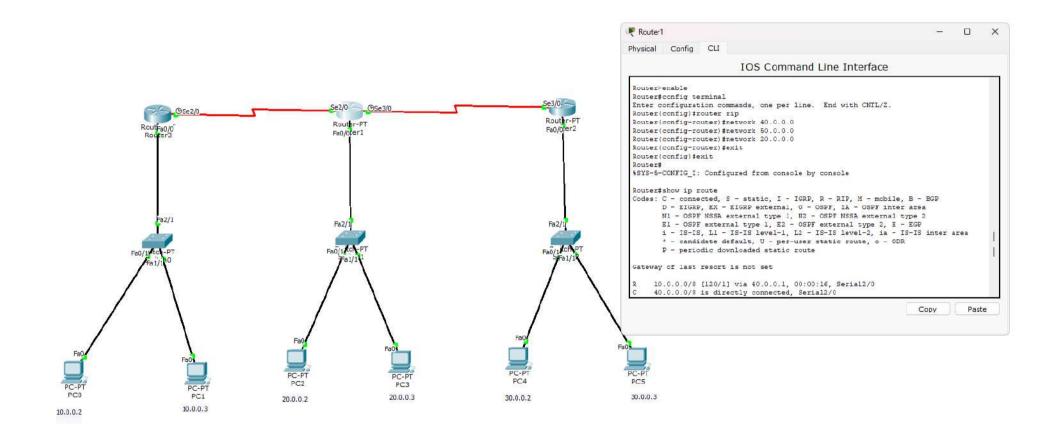
Logical [Root] New Cluster Move Object Set Tiled Background Viewport

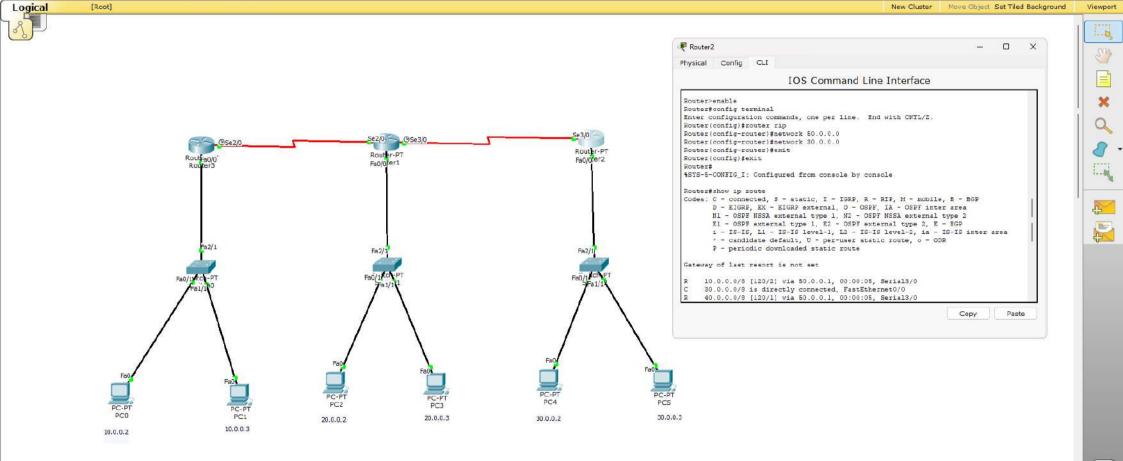


(2)









Realtime

