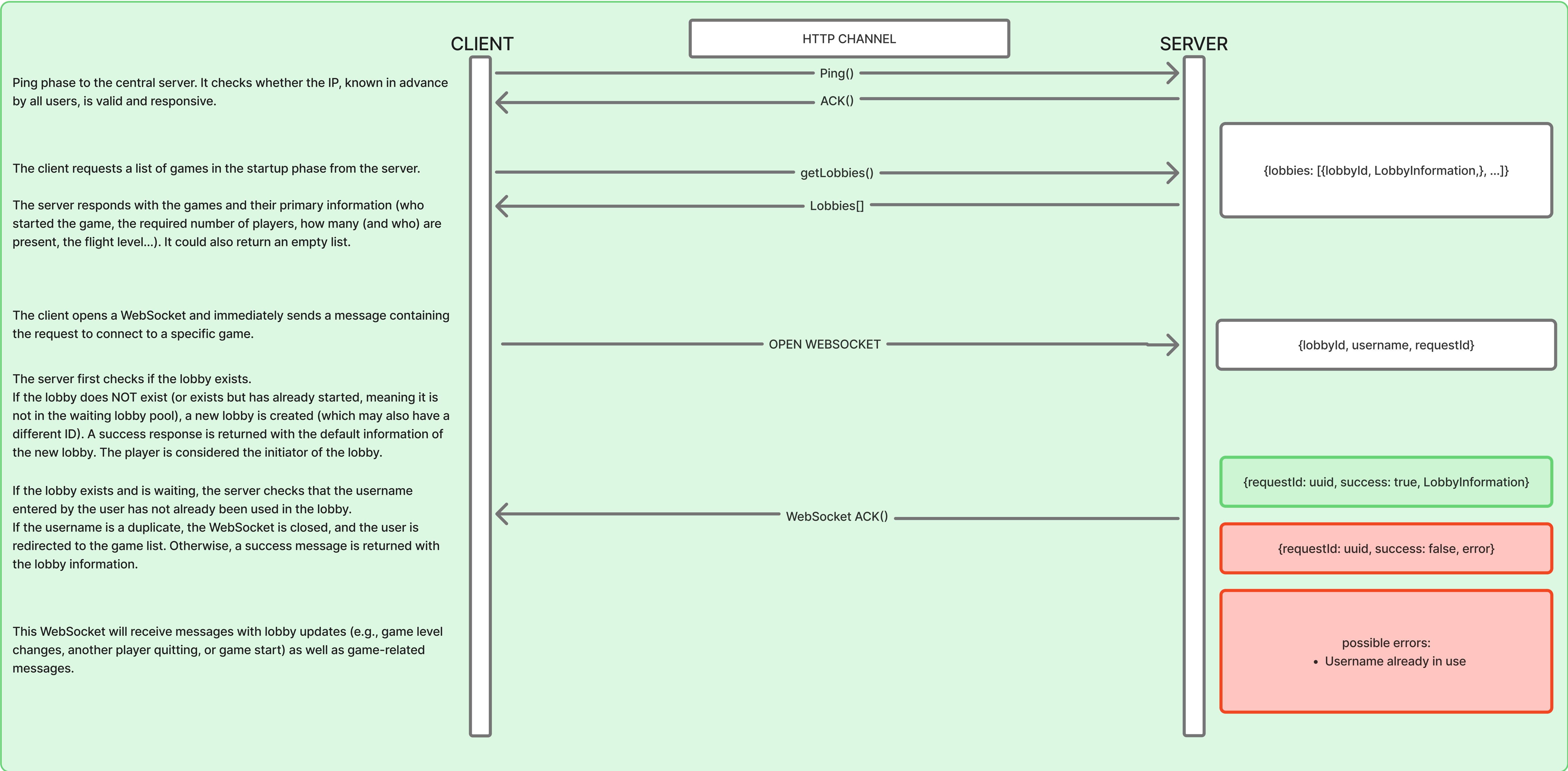
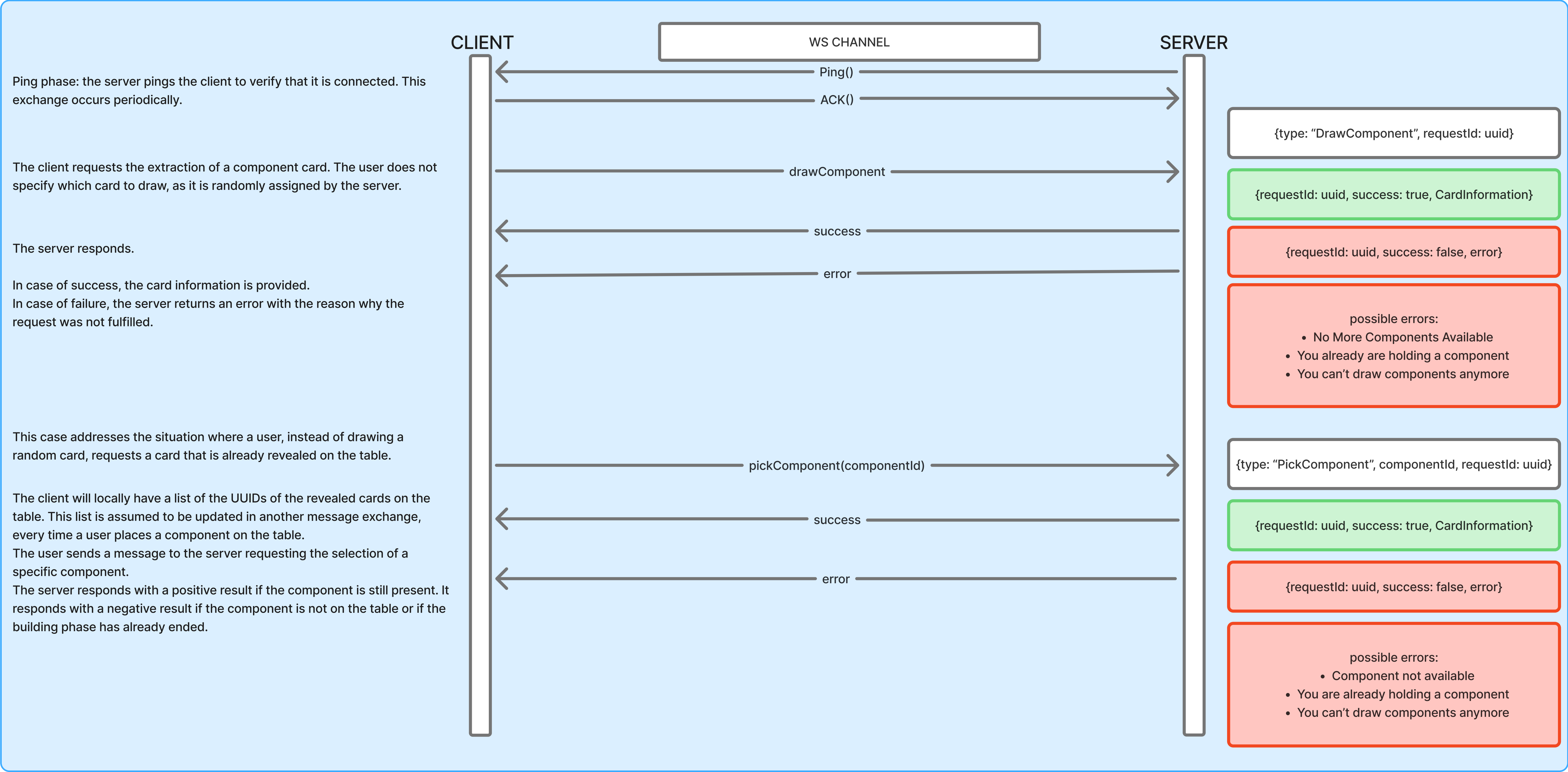


Player acces sq



Get a component sq



Attach a component sq

