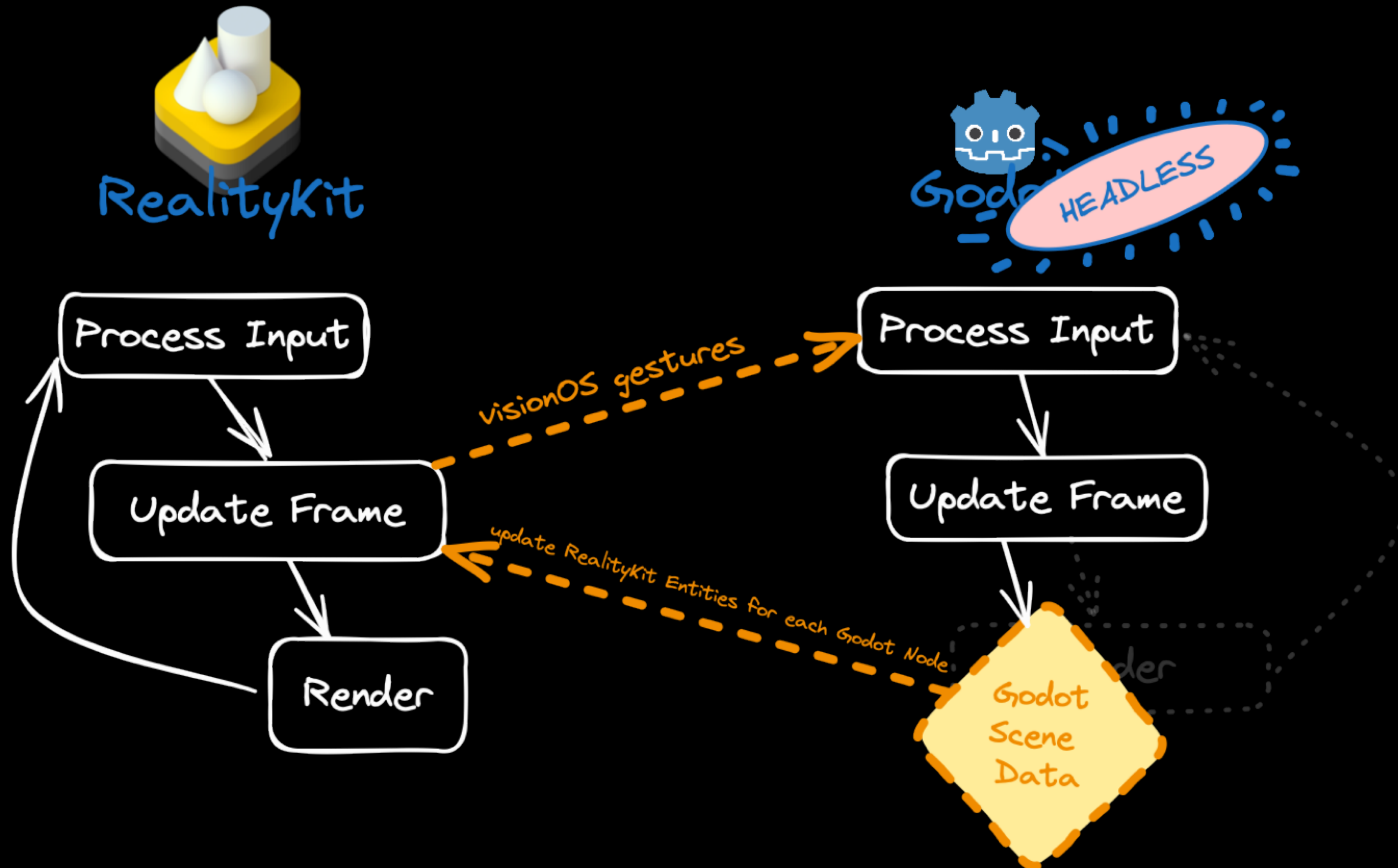


Godot Vision - Technical Details



Isn't that slow?

