Shovler Setting

~ planel: Image Button

~ plane 2: Image Button ~ [plane]: Image Button

~ Shooter Came Status: Shorterlam Status Facade

~ view Finish i bullean

H on Create (SovedInstance Rundle): wid

on Resame 1 si void

on Pause 1. wid

+ on Click Cviller) woid

~ Start (Vext (): Void