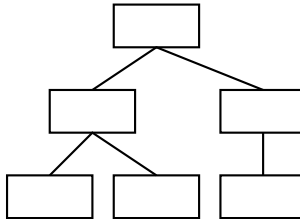


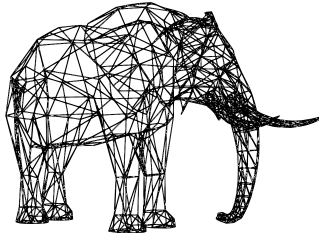
Main



Textures



Meshes



Code

```
key = function(k)
if k == r then
  print("right")
else
  print("wrong")
end
end
```