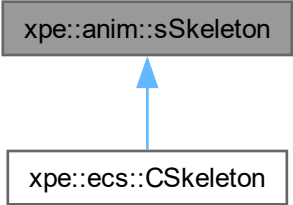


xpe::anim::sSkeleton



xpe::ecs::CSkeleton