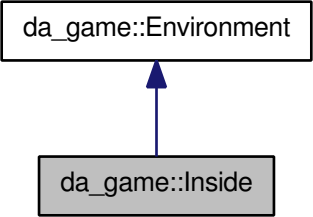


da_game::Environment



da_game::Inside