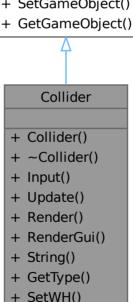
Component + Component() + ~Component() + Update() + Input() + Render() + RenderGui() + Reset() + GetType() + String() + SetGameObject()



+ SetXY()

and 11 more.