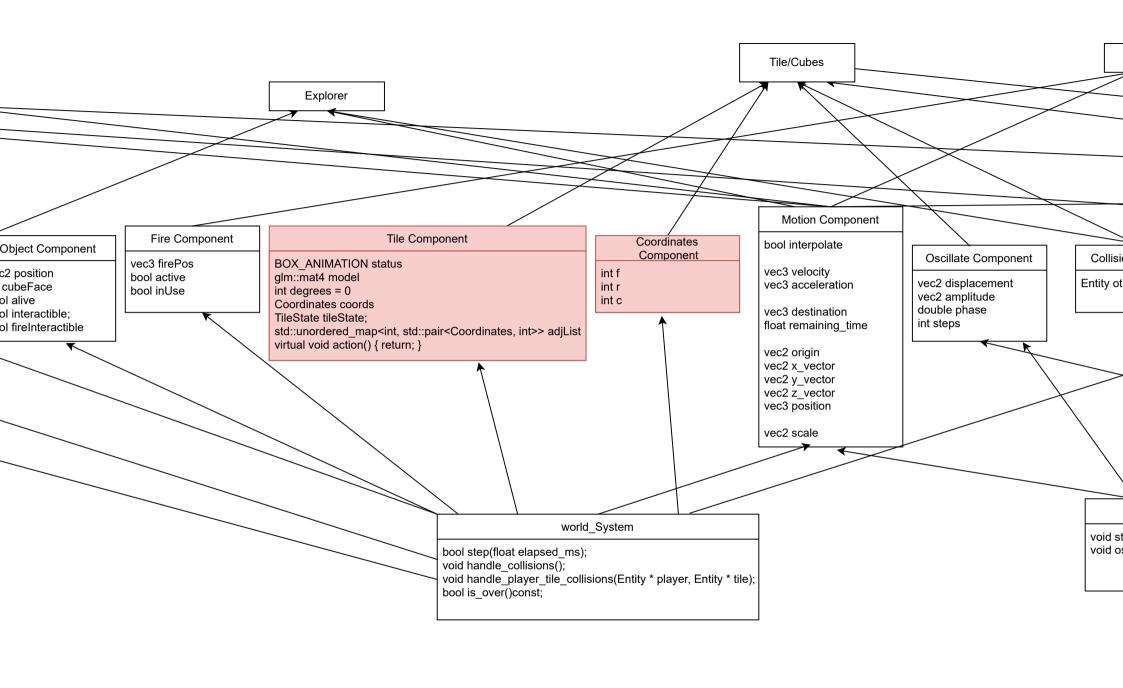
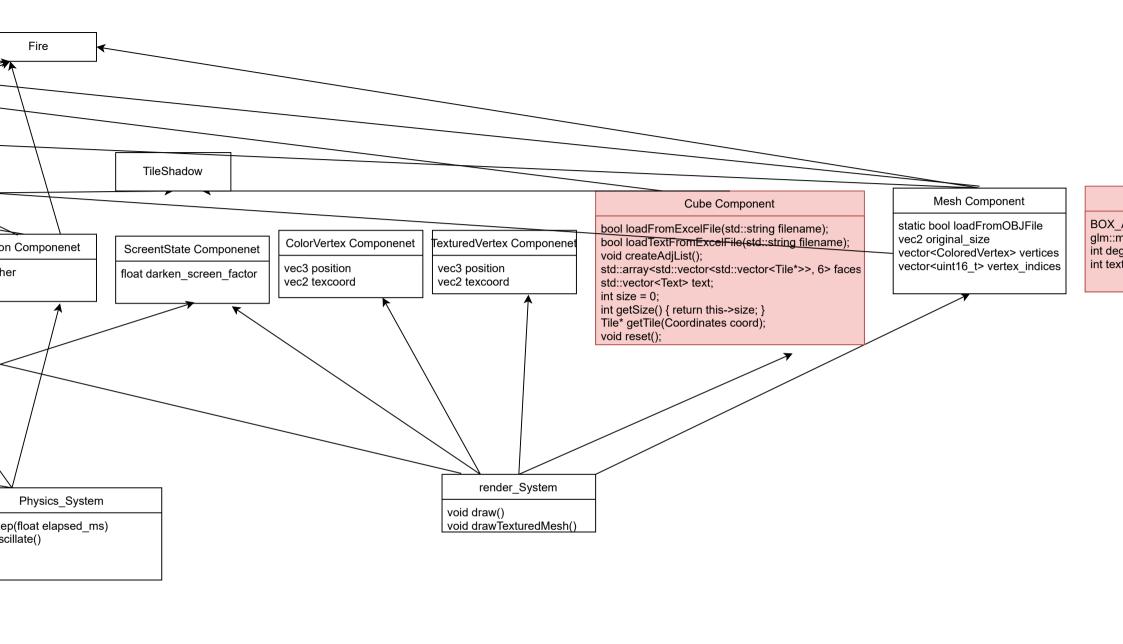
Fire p	oower gauge	Fire shadow
		1
float counter_ms float max_ms bool reverse_when_max bool increasing	ShootTimerComponent float counter_ms	Player Component Coordinates playerPos mat4 model = mat4(1.f)
bool increasing	*	mar model mar (m)

ve

int

bo bo bo





Text Component

ANIMATION status pat4 model prees = 0 ture_id