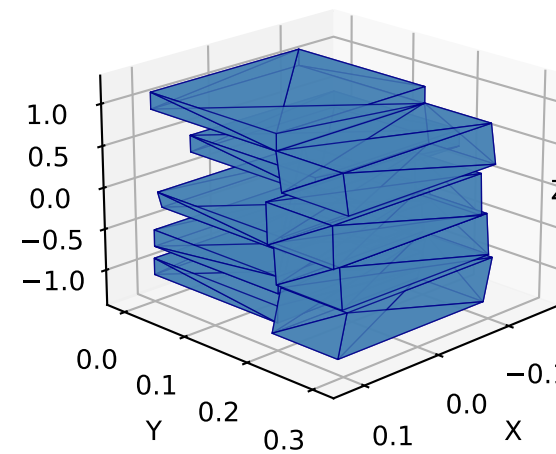
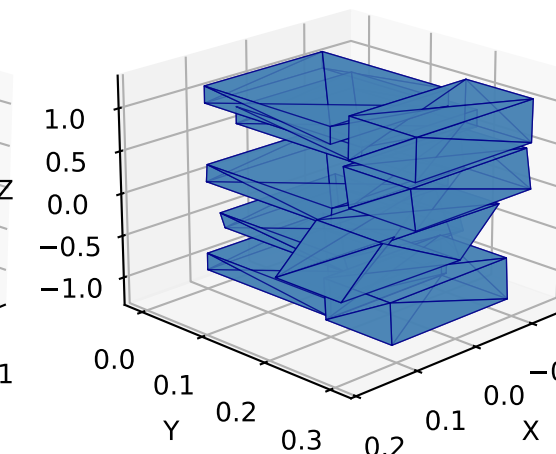


# Bridge Models - Proper Trimesh Rendering

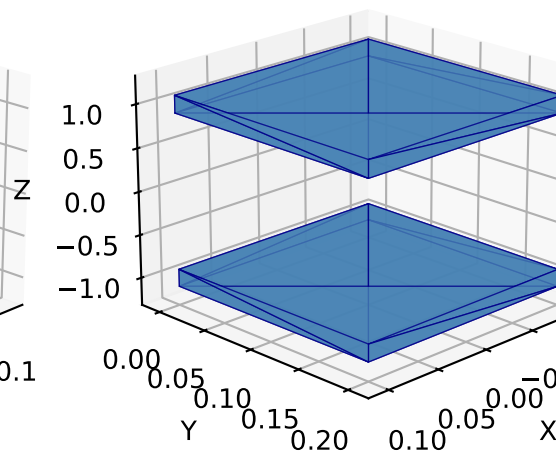
D0T0  
Open End



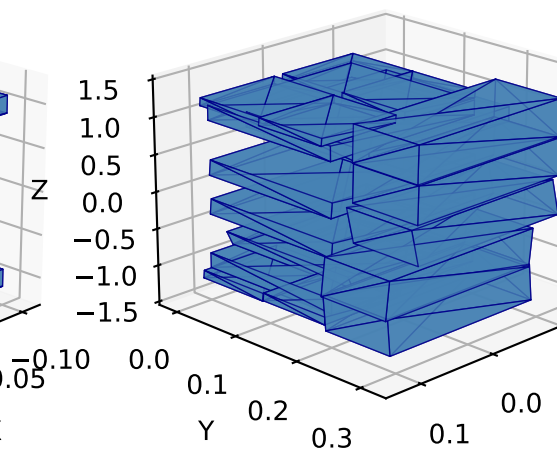
D0T1  
Roleplay



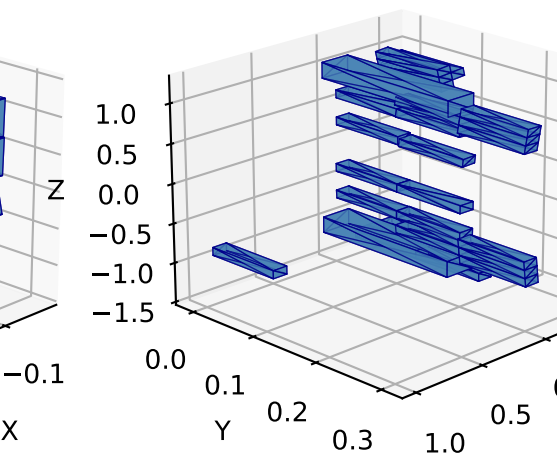
D0T2  
Silent



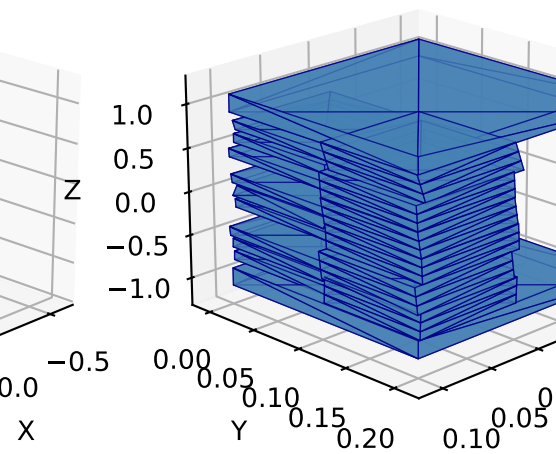
D0T3  
Timed



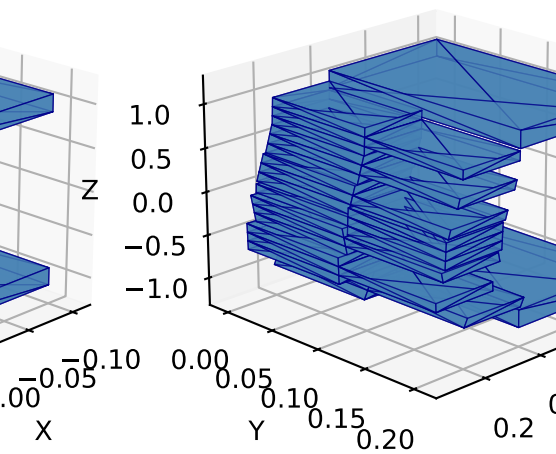
D1T0  
Open End



D1T1  
Roleplay



D1T2  
Silent



D1T3  
Timed

