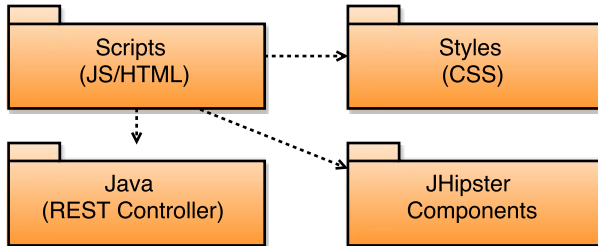


## Editor



## Engine

