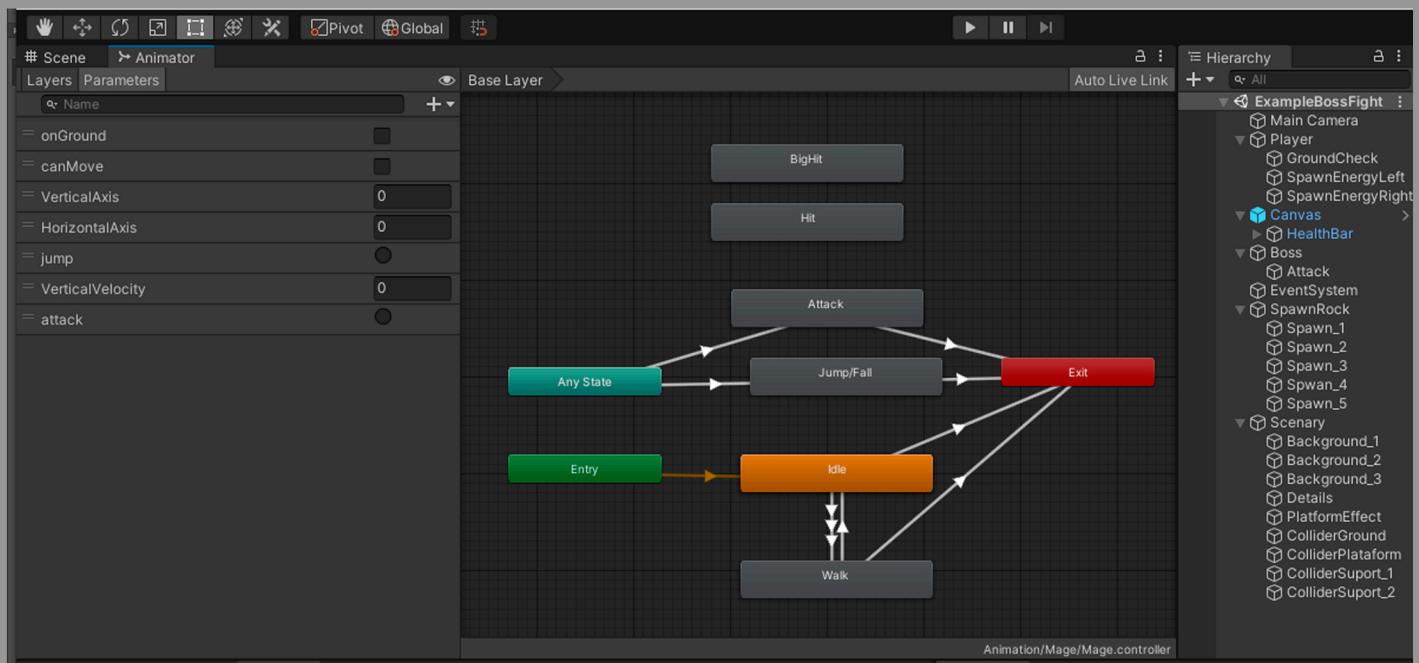


# Configuration Animator Player:



# Configuration Animator Boss:

