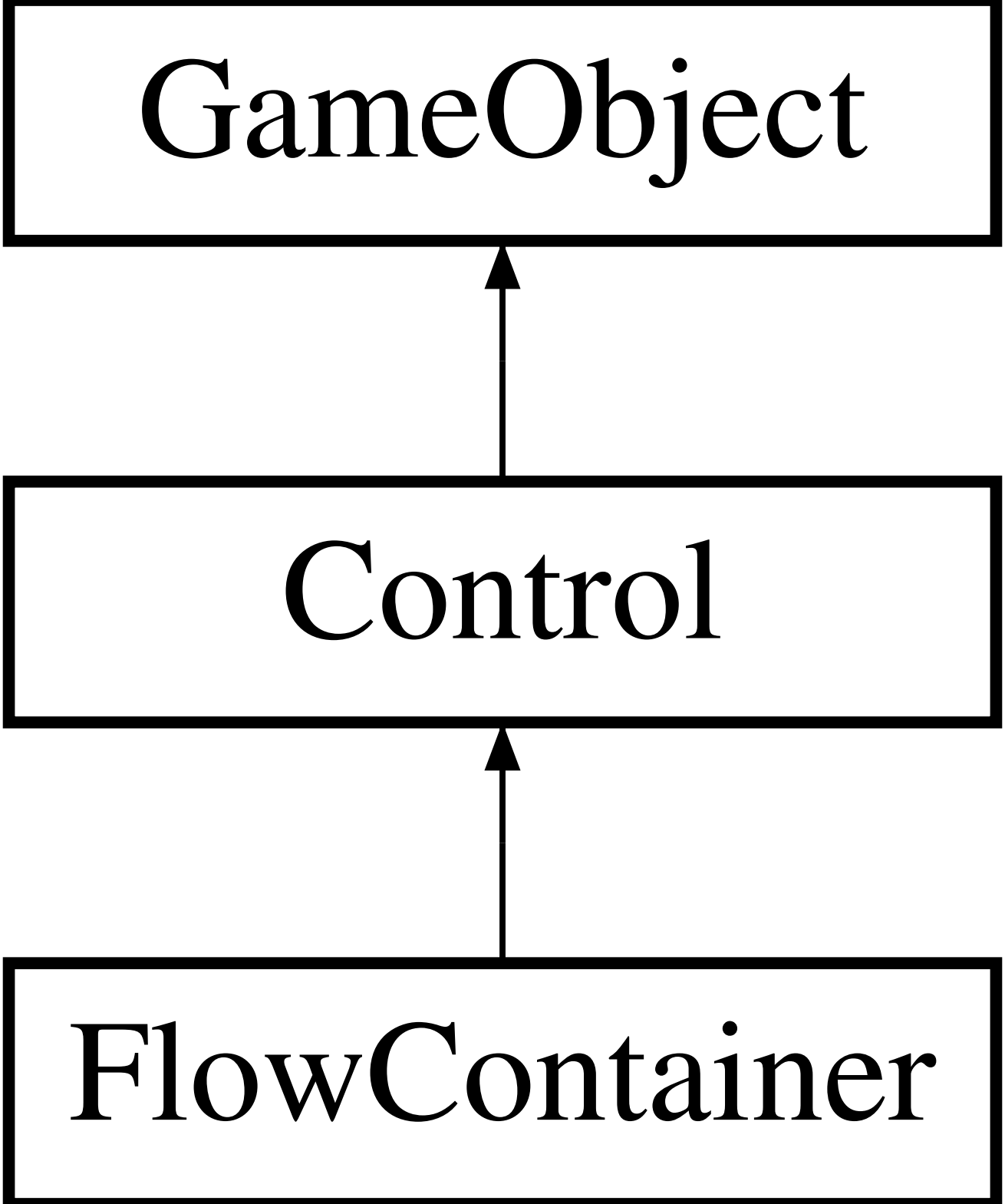
GameObject
Control
FlowContainer