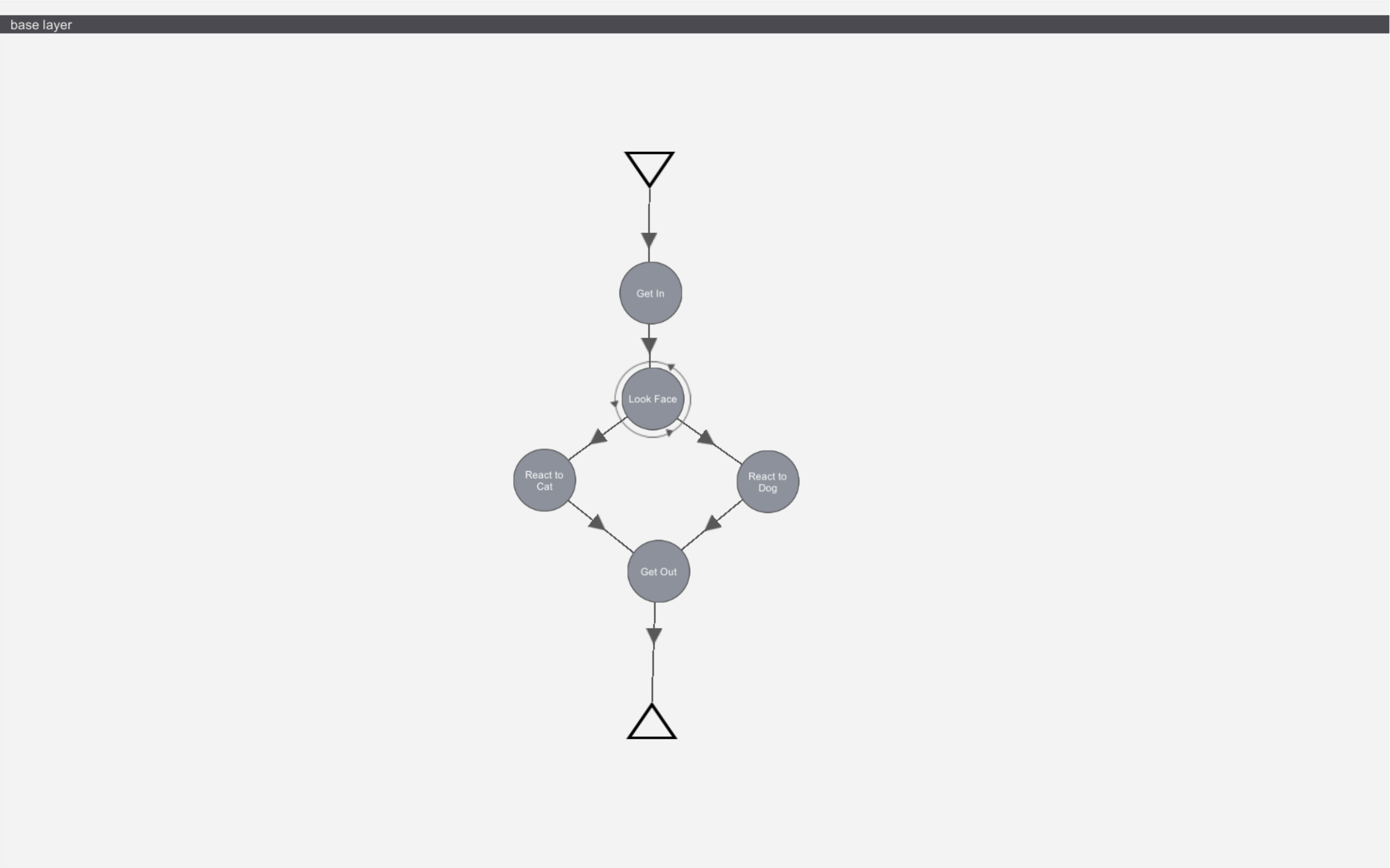


Anim_petdetect State Machine.

base layer



Get In

base layer

Get In