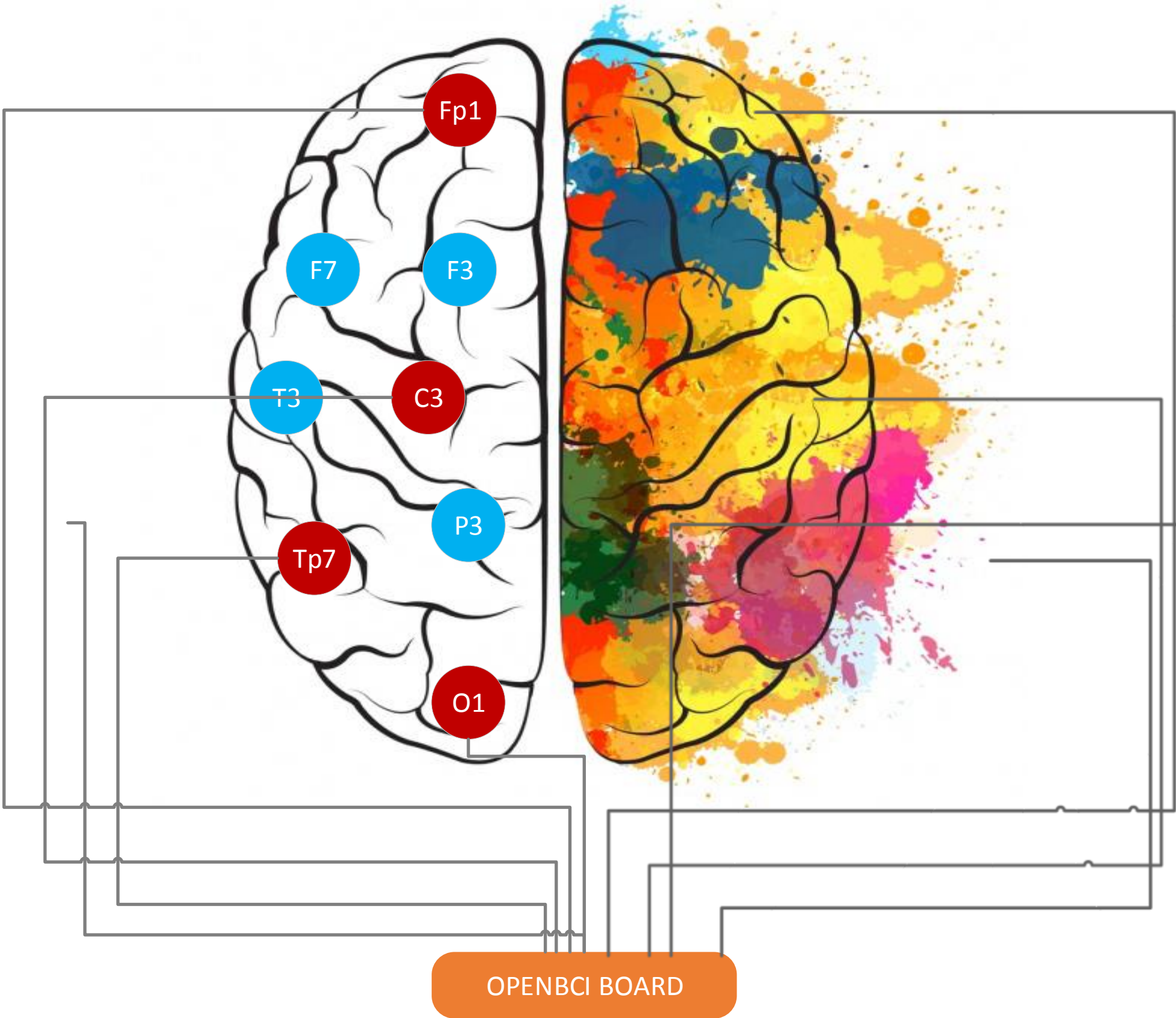
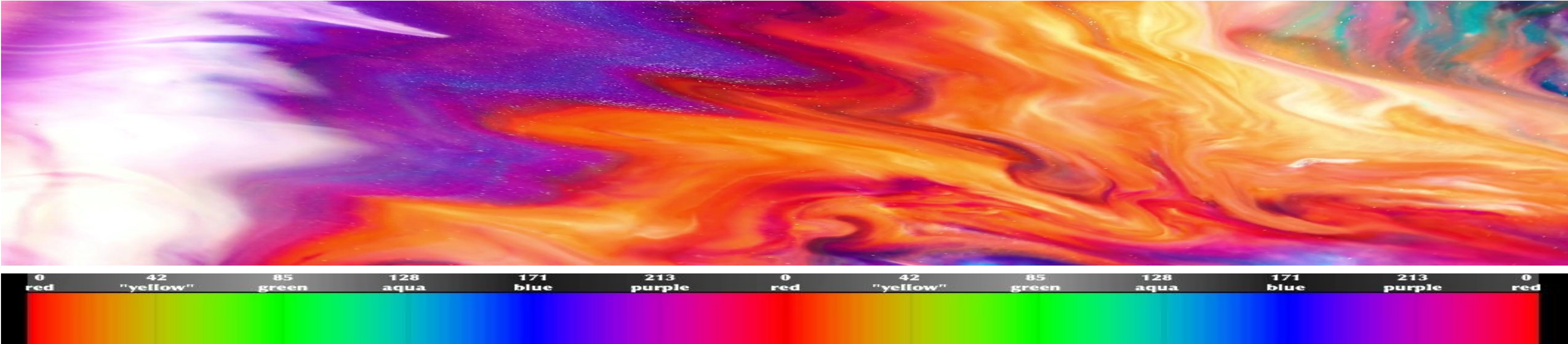


TENSORFLOW

UNITY ENVIRONMENT



finally(Exception e){StreamWriter.Close;}

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