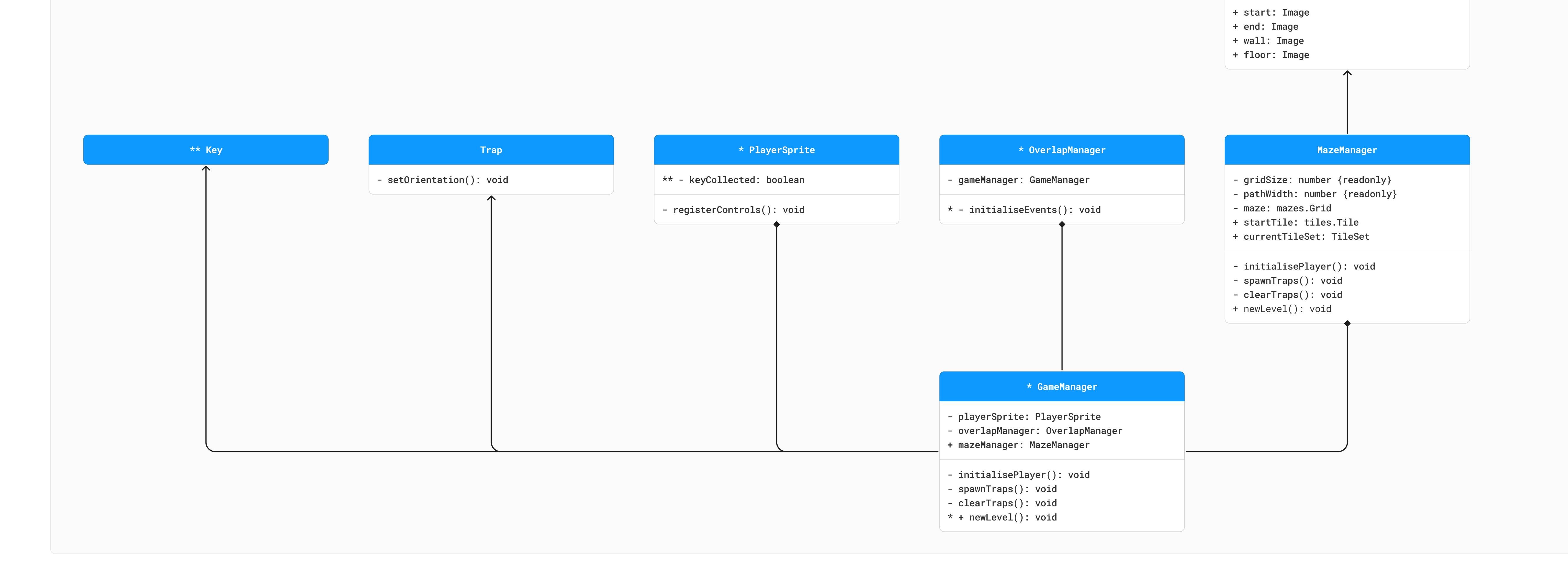
Quick tips

* = Altered class/method

** = New class/method/property



TileSet