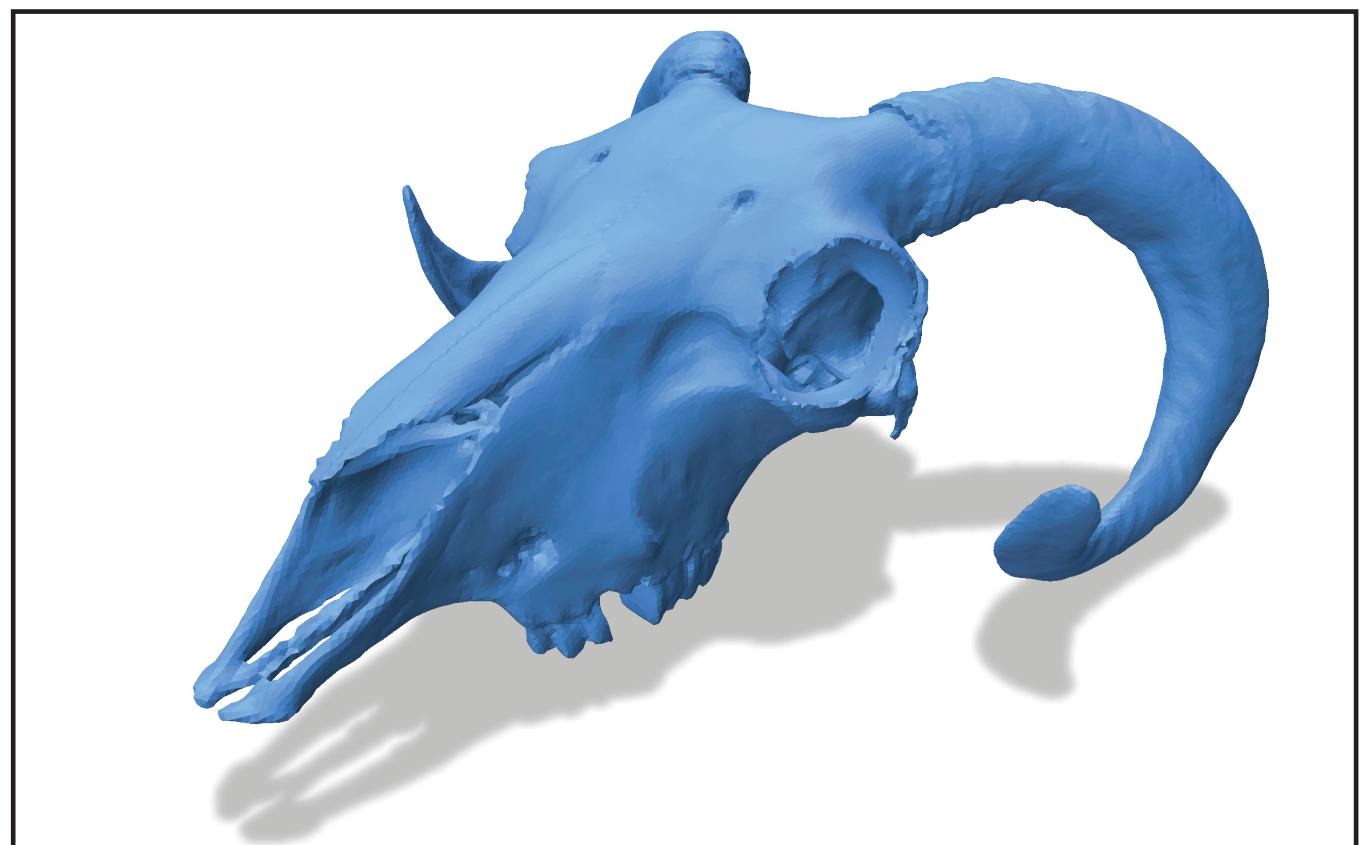
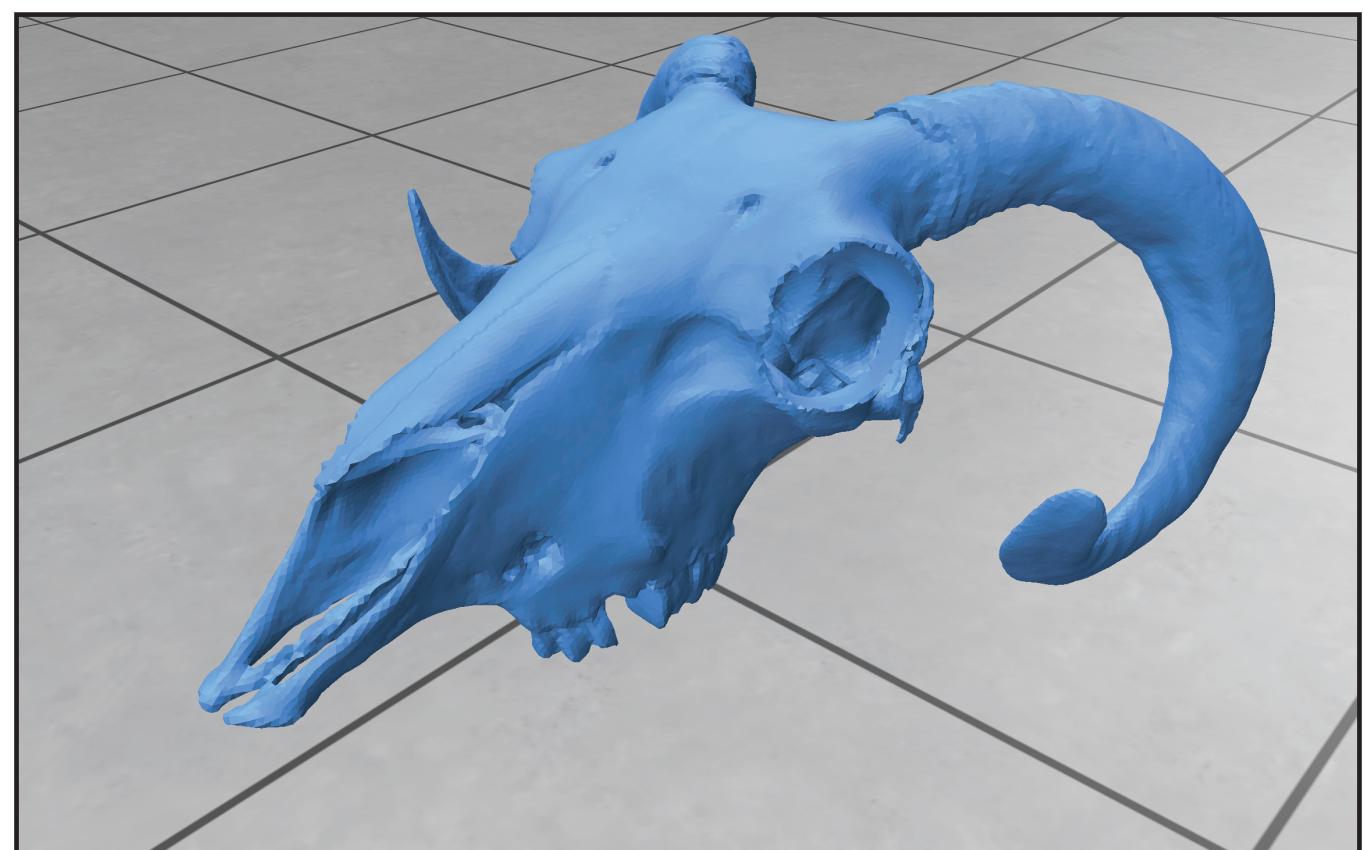


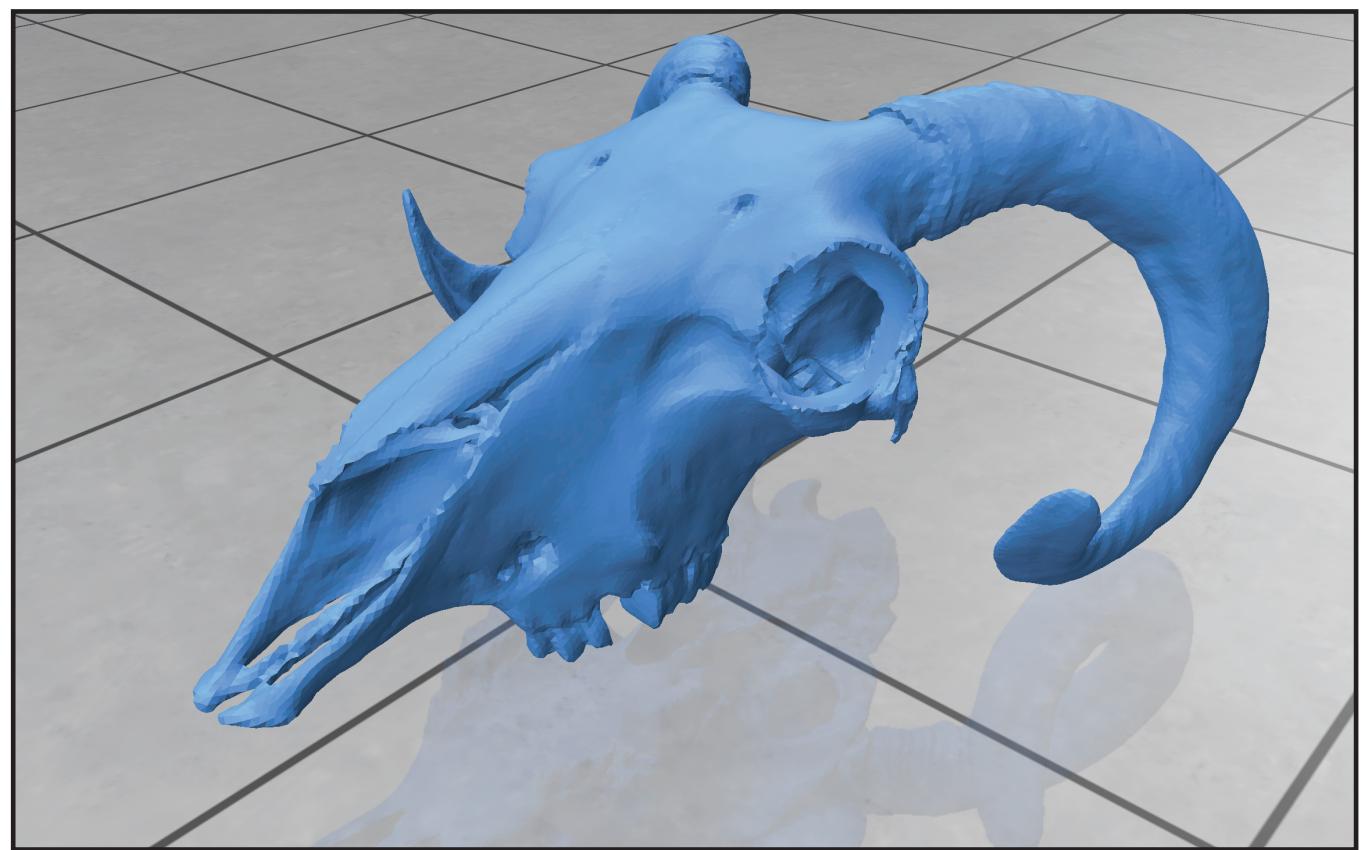
GroundPlaneMode::None



GroundPlaneMode::ShadowOnly



GroundPlaneMode::Tile



GroundPlaneMode::TileReflection