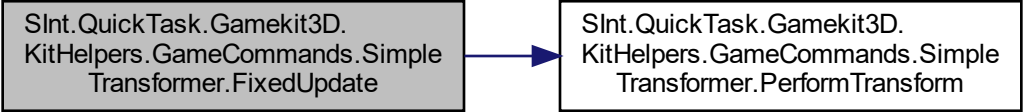


SInt.QuickTask.Gamekit3D.  
KitHelpers.GameCommands.Simple  
Transformer.FixedUpdate



```
graph LR; A["SInt.QuickTask.Gamekit3D.  
KitHelpers.GameCommands.Simple  
Transformer.FixedUpdate"] --> B["SInt.QuickTask.Gamekit3D.  
KitHelpers.GameCommands.Simple  
Transformer.PerformTransform"]
```

SInt.QuickTask.Gamekit3D.  
KitHelpers.GameCommands.Simple  
Transformer.PerformTransform