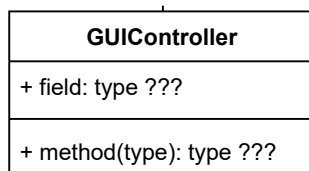
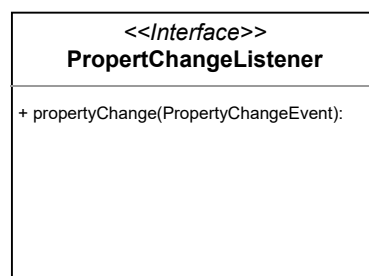


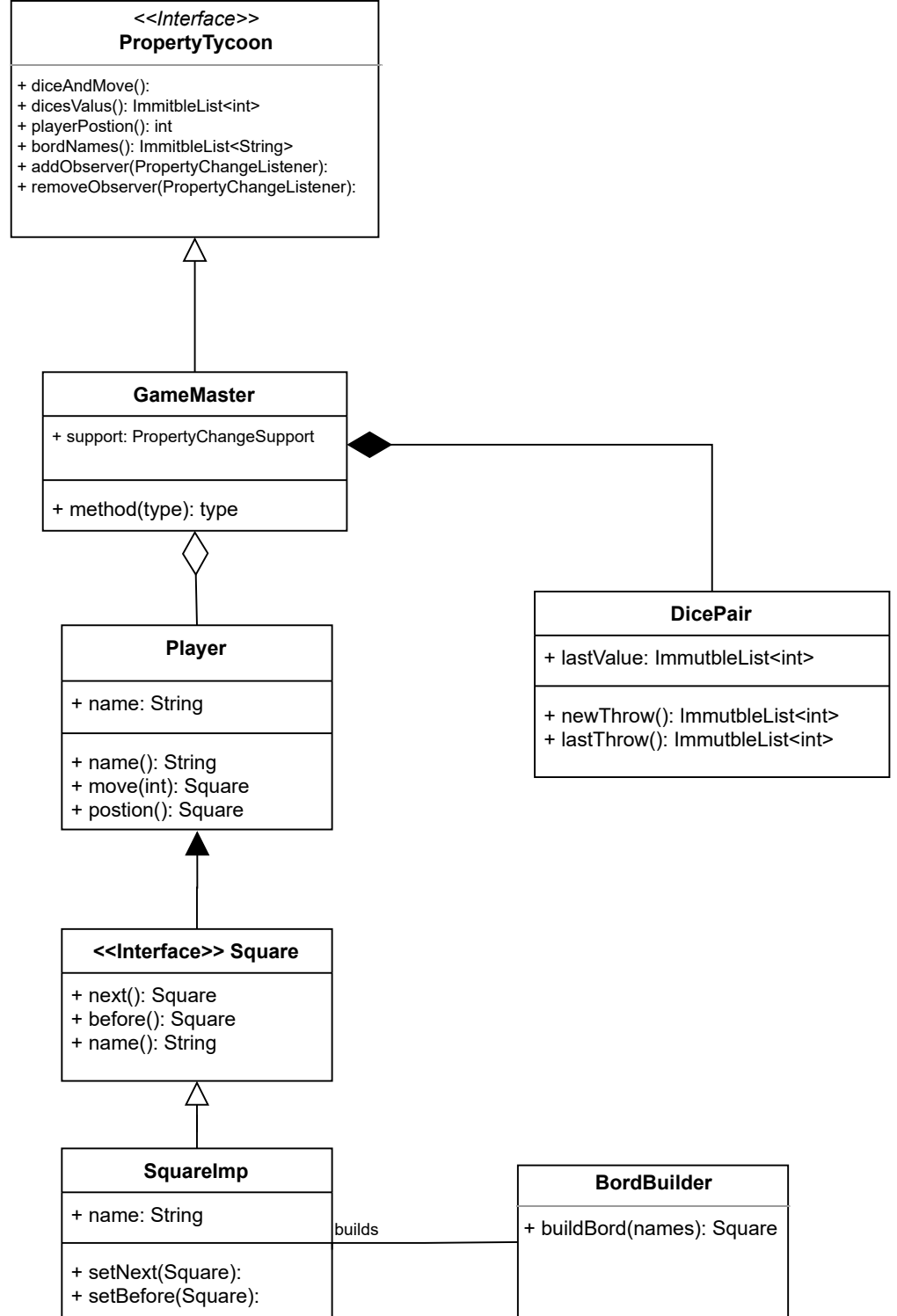
GUI Level



Use



Game Level



I/O level

