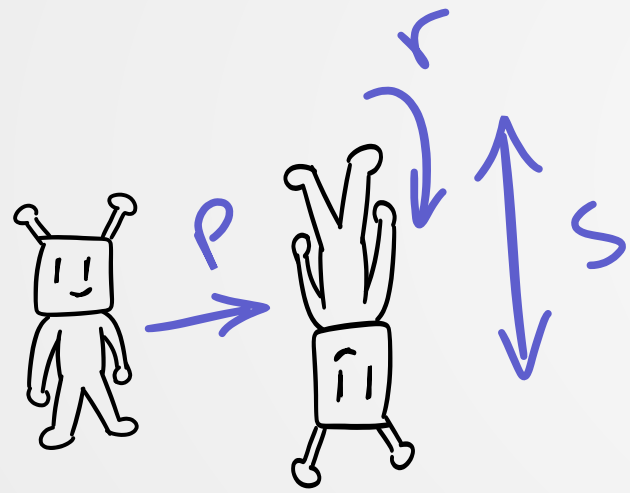
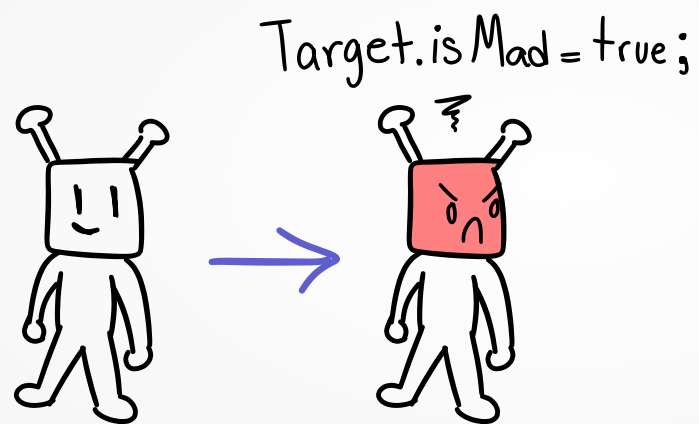


# PERSISTENCIA

Undo.RecordObject(\*, message);



transform



Target



Target.gun; transform;

