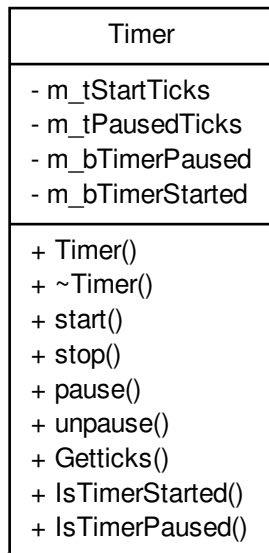
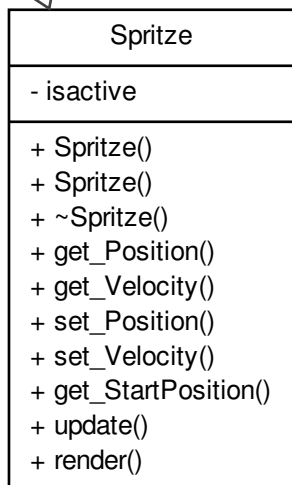


-p_s_Velocity
-p_s_StartPosition
-p_s_Position



-p_s_Position

-p_Spritze

-p_AnimationTimer

