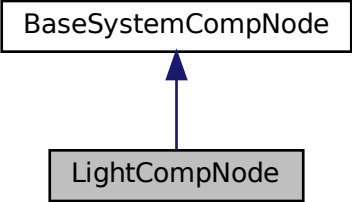


BaseSystemCompNode



RenderingCompNode