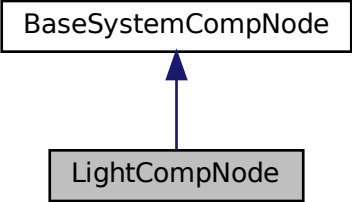


BaseSystemCompNode



AnimatorCompNode