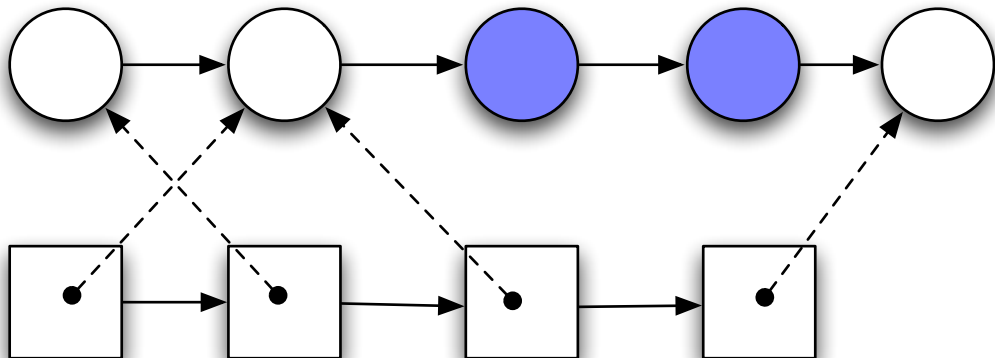


## Editor Objects



## History Objects

● - - - - -> Reference

● Leaky object