

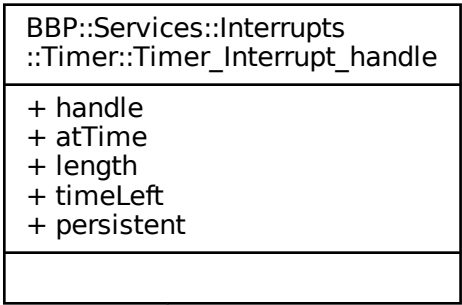
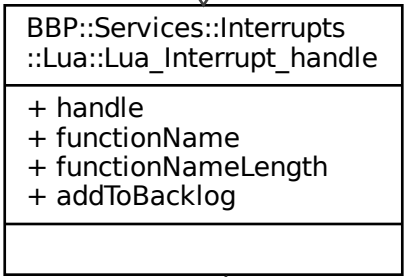
+Chroma
+Stroke
+Fill



+renderer



+owner



+attachedLuaInterrupt

+attachedTimerInterrupt

