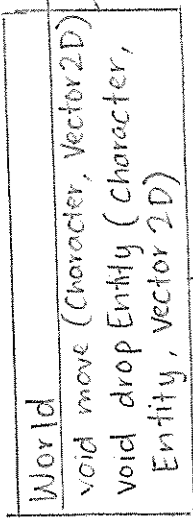


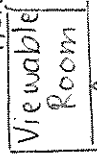
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Viewable World



1

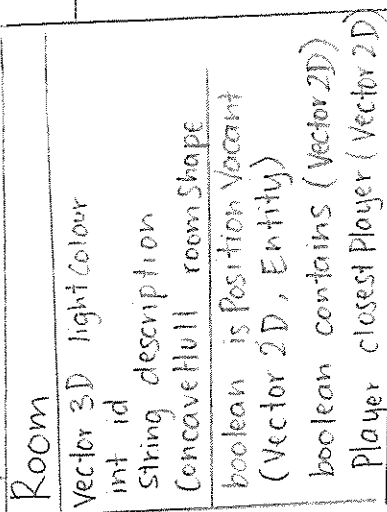
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<<interface>>  
Viewable  
Room



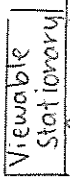
1

0..1

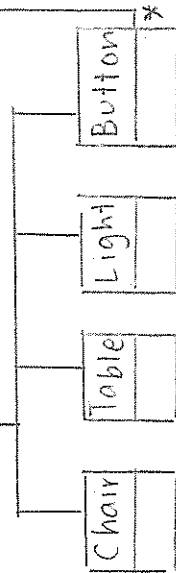


2

<<interface>>  
Viewable  
Stationary



<<abstract>>



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