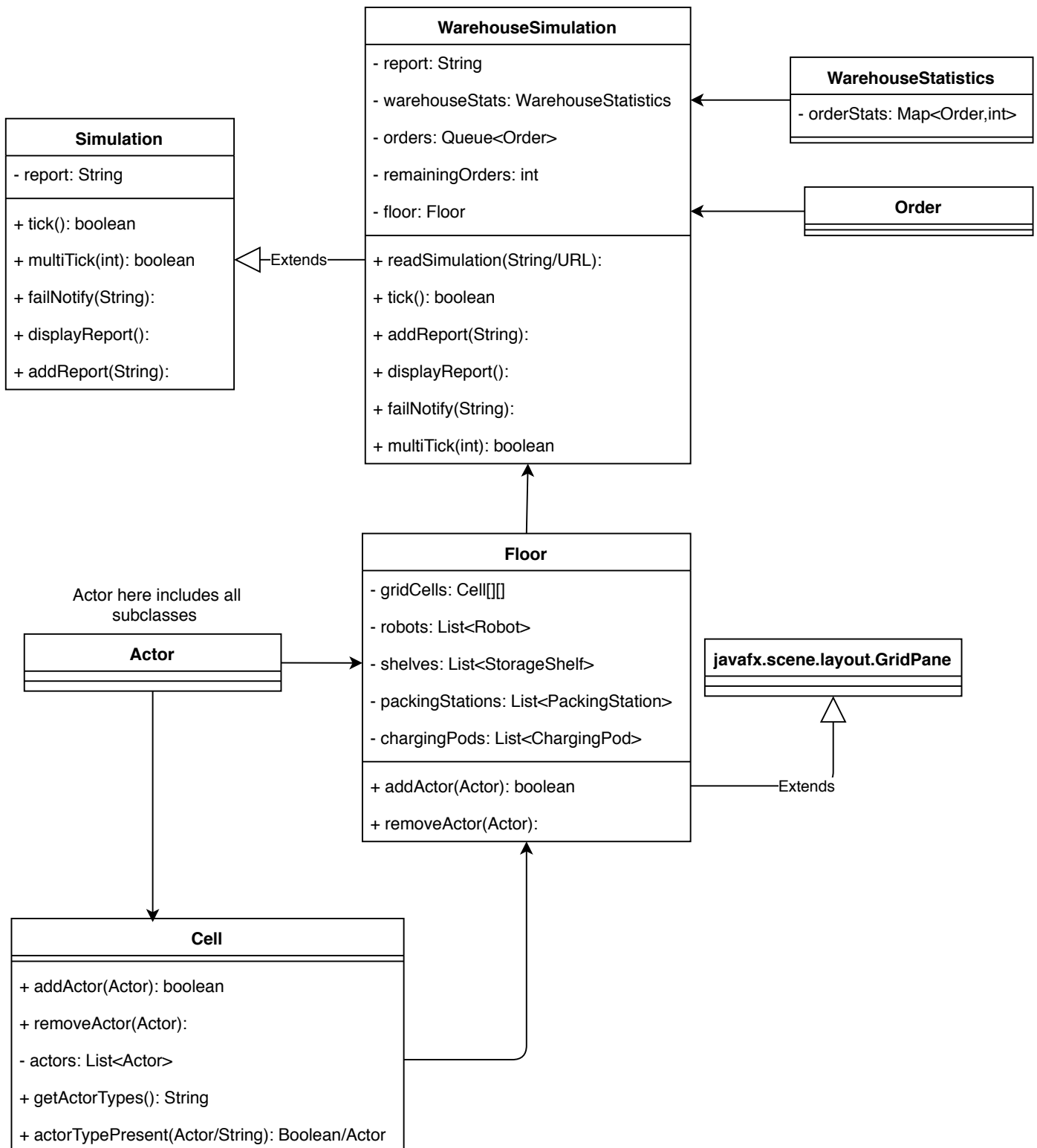


## Overall System



# Actor System

