

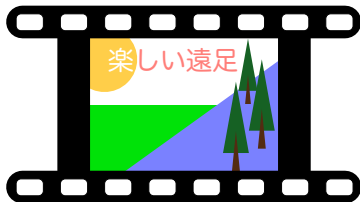
movieView

movie



movie

QTMovieLoopsAttribute YES



function ()



***movie* ← play**