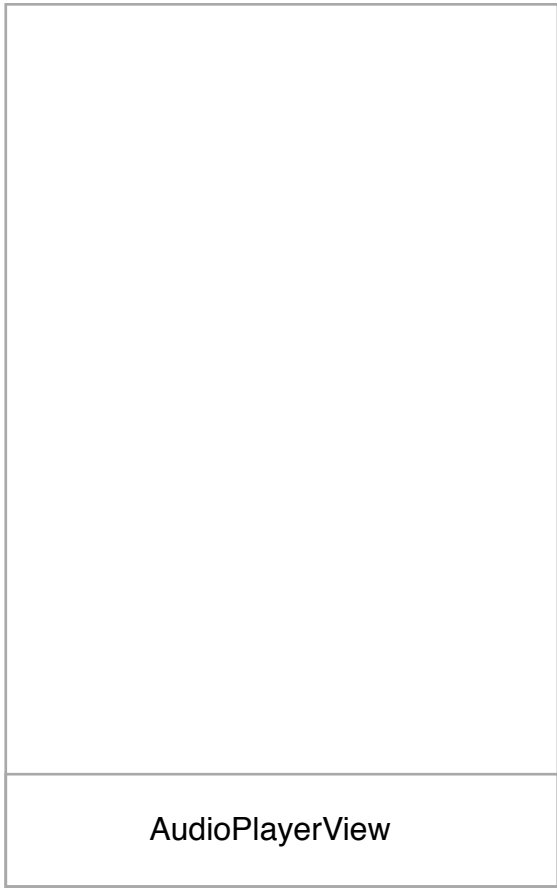
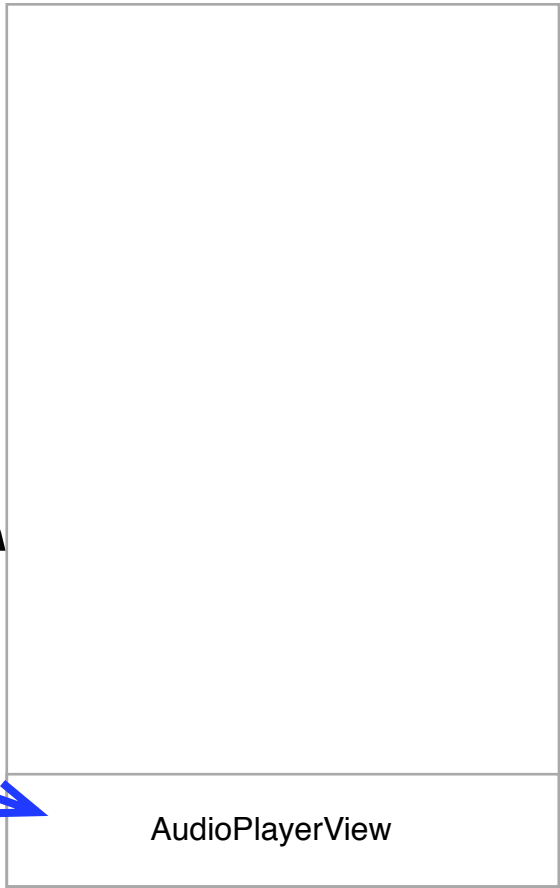




操作



updateUI(State)



PlayCallback