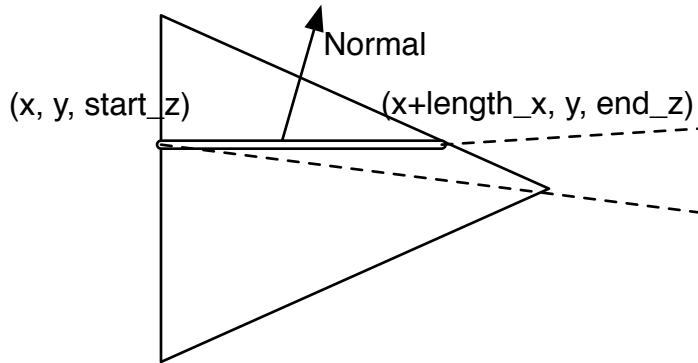


Polygon



Texture(tex_addr)

