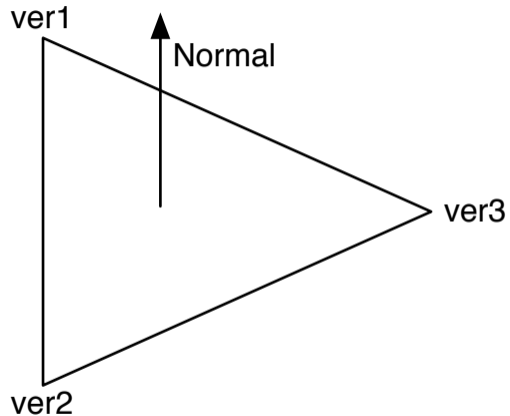


Polygon



Texture(addr)

