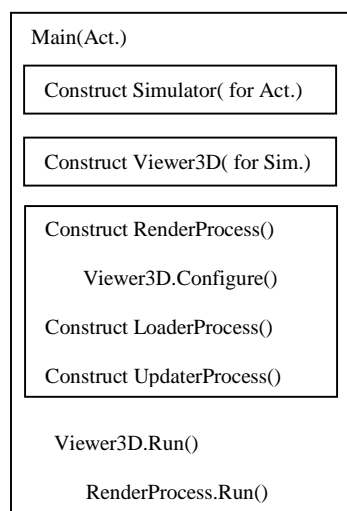


## STARTING PROGRAM



RenderProcess  
( XNA Game Class )



