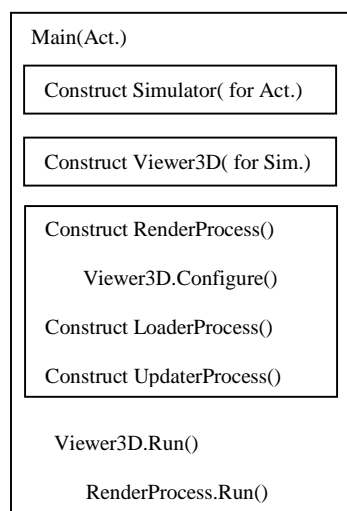


STARTING PROGRAM



RenderProcess
(XNA Game Class)

REPEATS EACH FRAME

