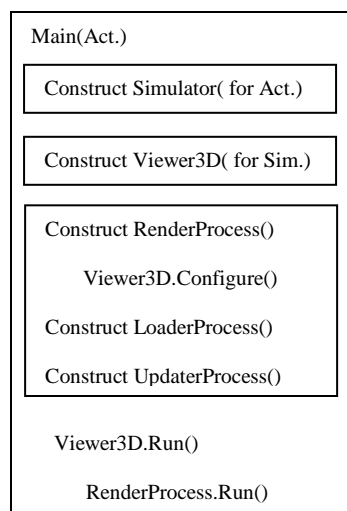


STARTING PROGRAM



RenderProcess
(XNA Game Class)

STARTING
3D GRAPHICS
SYSTEM

