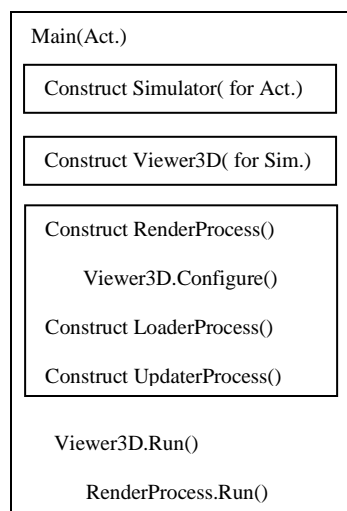
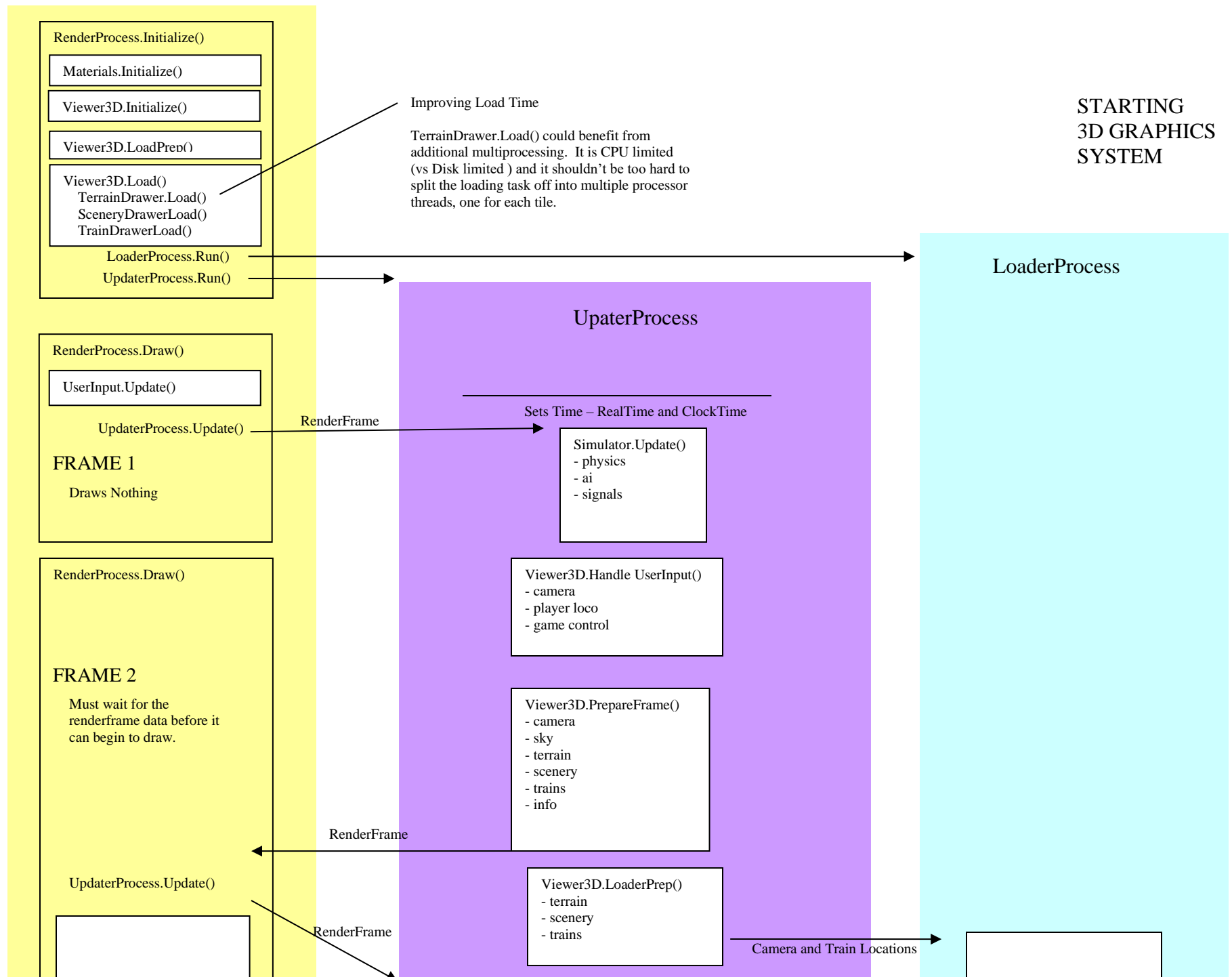


STARTING PROGRAM



RenderProcess
(XNA Game Class)

STARTING 3D GRAPHICS SYSTEM



REPEATS EACH FRAME

