
















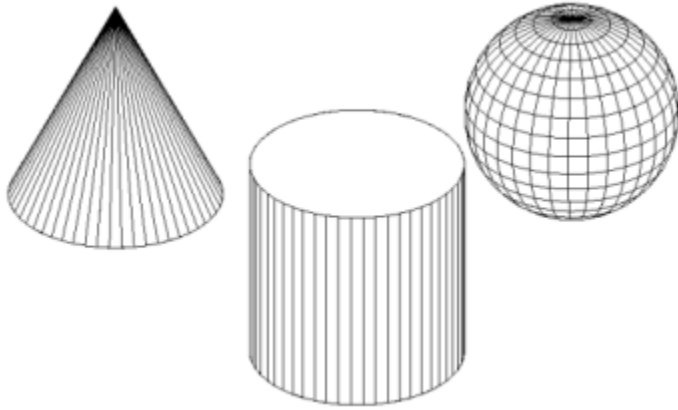


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- ">"
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- Quad

		RENDER	
		HIDE	* 2D 2D
		SHADE	
	2D	SHADEMODE + 2	
	3D	SHADEMODE + 3	
		SHADEMODE + H	*
		SHADEMODE + F	
		SHADEMODE + G	
	+	SHADEMODE + L	
	+	SHADEMODE + O	
		MATERIALS	-
		MATERIALMAP	3D3D
		LIGHTLIST	-
		SUNPROPERTIES	-
		GEOGRAPHICLOCATION	
		ANIPATH	3D
		ANIMATIONEDITOROPEN	

(*)DISPSILH™



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