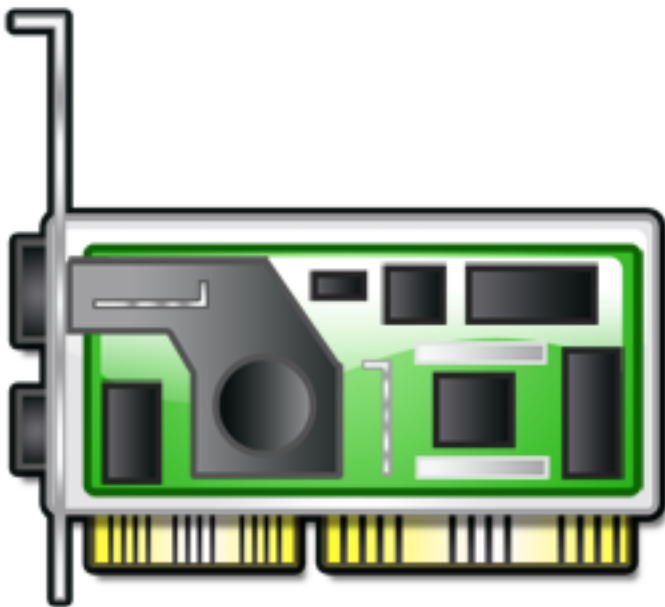


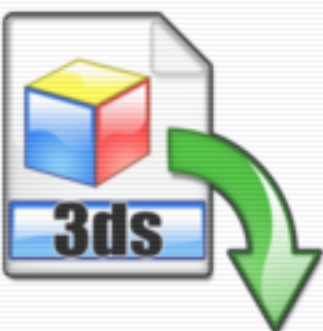
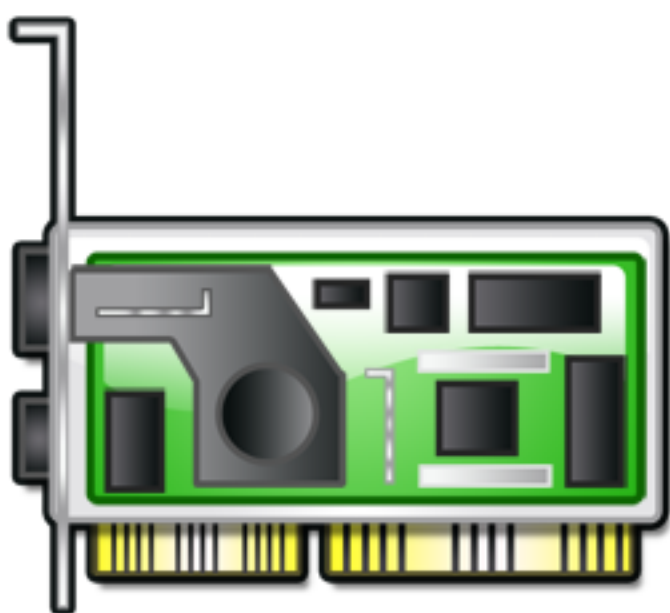
# iconshock

Future\_xp

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## 3d\_graphics





3d\_file\_import



3d\_file\_import\_add



3d\_file\_import\_back



3d\_file\_import\_cancel



3d\_file\_import\_clock



3d\_file\_import\_close



3d\_file\_import\_config



3d\_file\_import\_delete



3d\_file\_import\_down







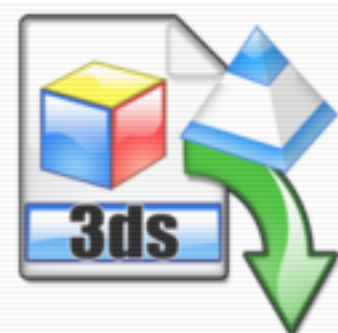
3d\_file\_import\_fav



3d\_file\_import\_help



3d\_file\_import\_info



3d\_file\_import\_level



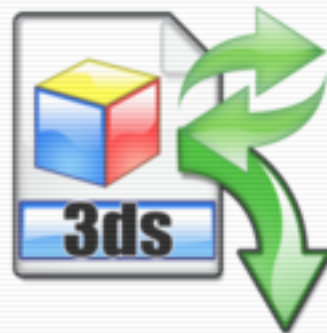
3d\_file\_import\_lock



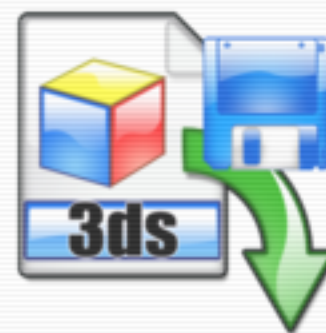
3d\_file\_import\_next



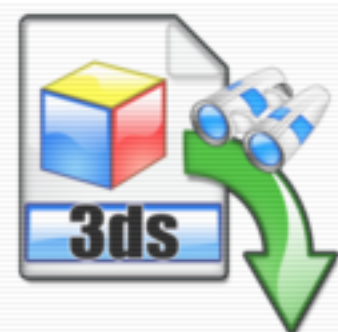
3d\_file\_import\_ok



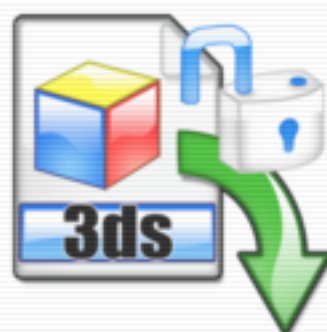
3d\_file\_import\_refresh



3d\_file\_import\_save



3d\_file\_import\_search



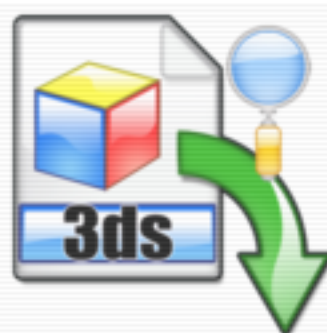
3d\_file\_import\_unlock



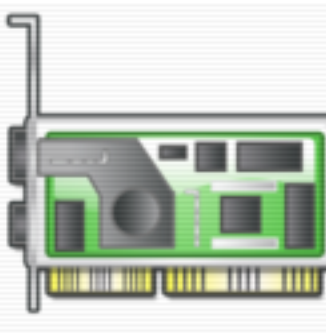
3d\_file\_import\_up



3d\_file\_import\_write



3d\_file\_import\_zoom



3d\_graphics\_accelerator

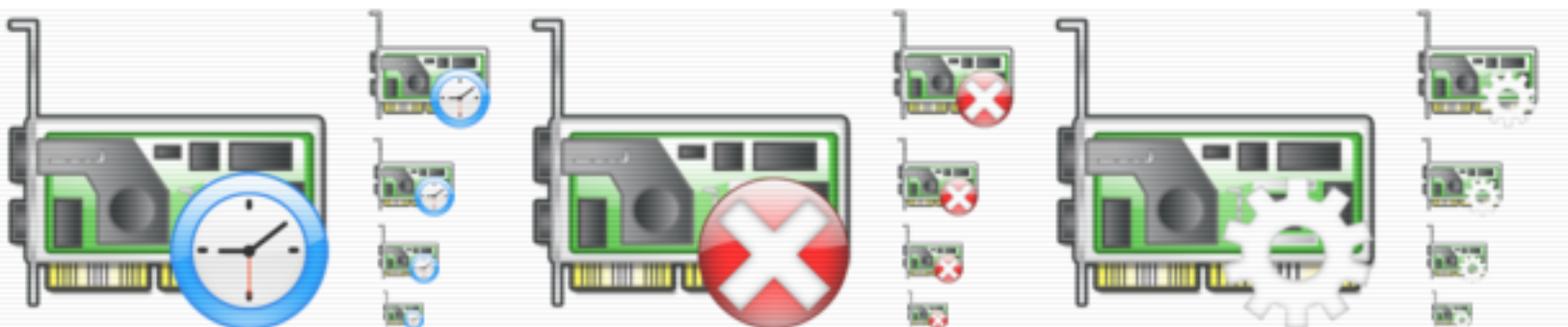




3d\_graphics\_accelerator\_add

3d\_graphics\_accelerator\_back

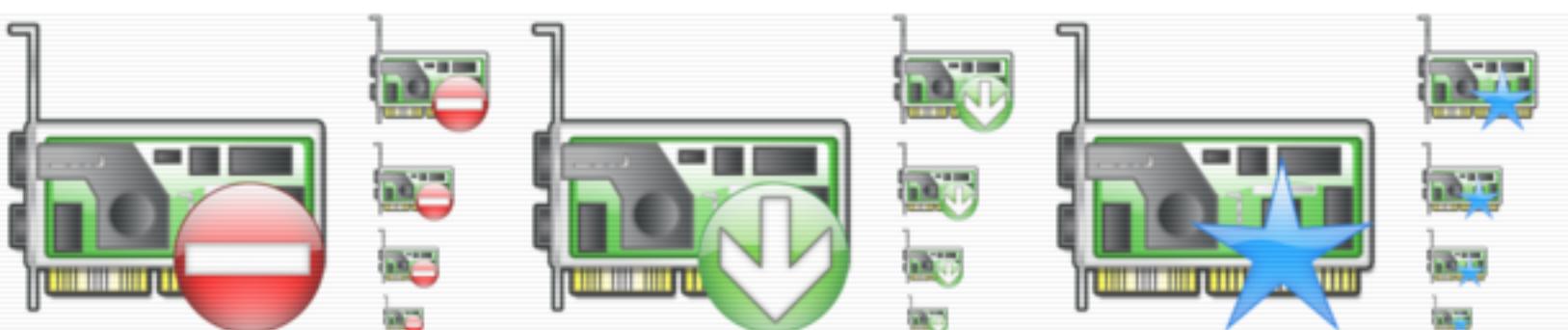
3d\_graphics\_accelerator\_cancel



3d\_graphics\_accelerator\_clock

3d\_graphics\_accelerator\_close

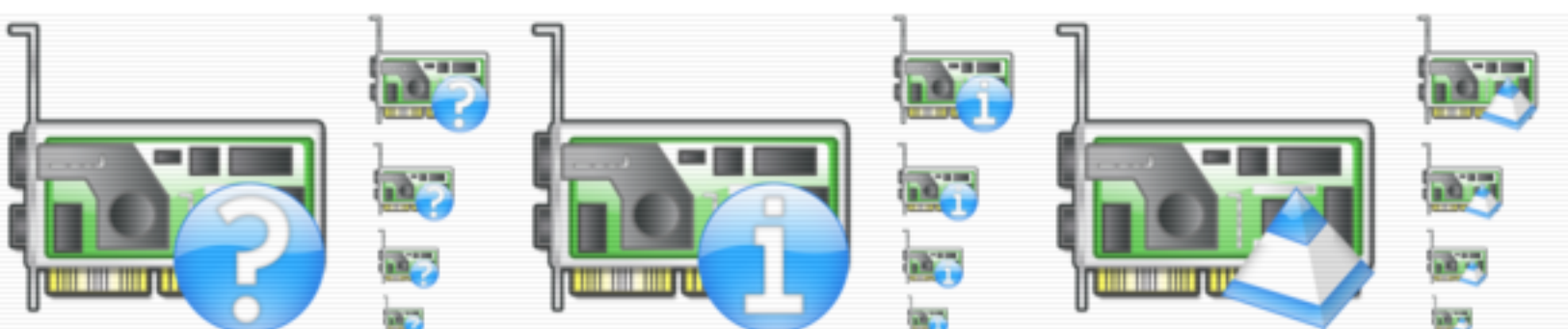
3d\_graphics\_accelerator\_config



3d\_graphics\_accelerator\_delete

3d\_graphics\_accelerator\_down

3d\_graphics\_accelerator\_fav



3d\_graphics\_accelerator\_help

3d\_graphics\_accelerator\_info

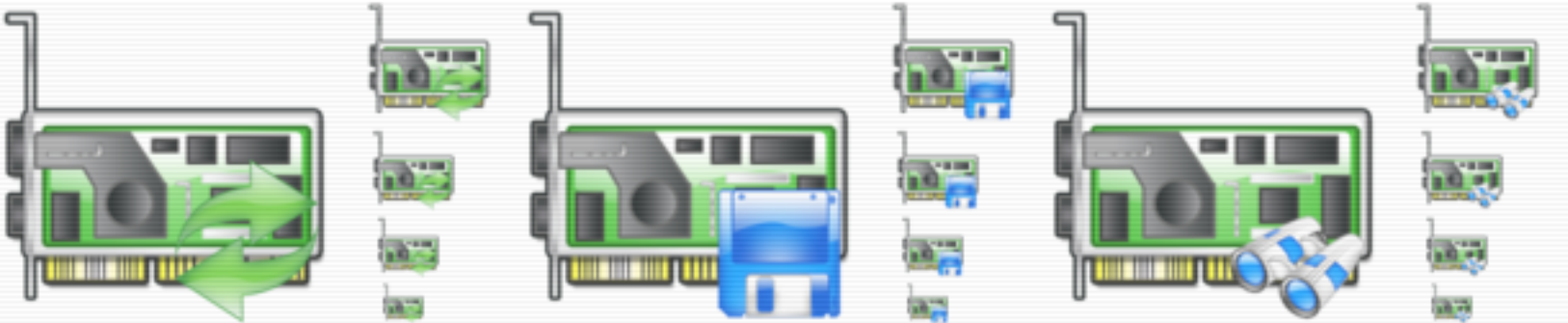
3d\_graphics\_accelerator\_level



3d\_graphics\_accelerator\_lock

3d\_graphics\_accelerator\_next

3d\_graphics\_accelerator\_ok



3d\_graphics\_accelerator\_refresh

3d\_graphics\_accelerator\_save

3d\_graphics\_accelerator\_search



3d\_graphics\_accelerator\_unlock

3d\_graphics\_accelerator\_up

3d\_graphics\_accelerator\_write



3d\_graphics\_accelerator\_zoom

3ds

3ds\_add



3ds\_back

3ds\_cancel

3ds\_clock



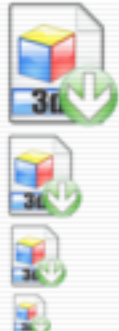
3ds\_close

3ds\_config

3ds\_delete



3ds\_down



3ds\_fav



3ds\_help



3ds\_info



3ds\_level



3ds\_lock



3ds\_next



3ds\_ok



3ds\_refresh



3ds\_save



3ds\_search



3ds\_unlock



3ds\_up



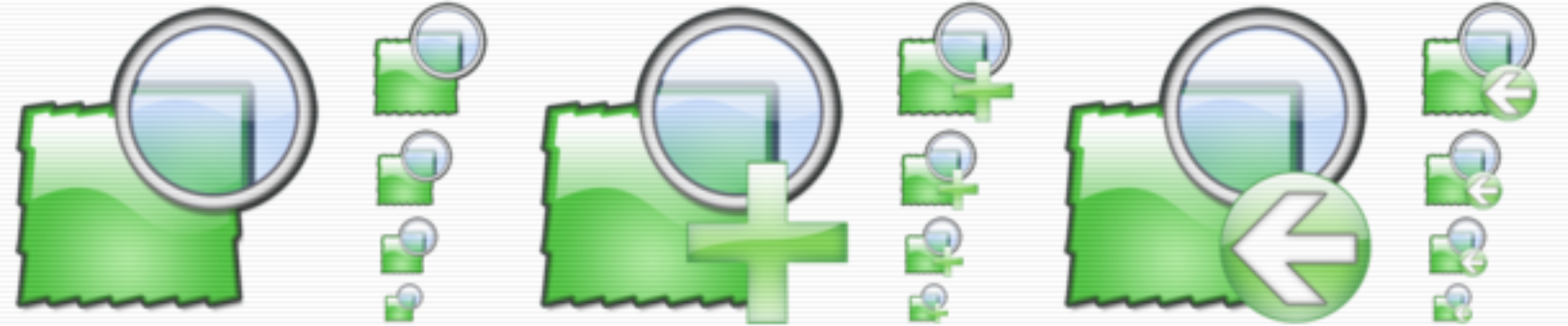
3ds\_write



3ds\_zoom







aa\_filter

aa\_filter\_add



aa\_filter\_back



aa\_filter\_cancel

aa\_filter\_clock



aa\_filter\_close

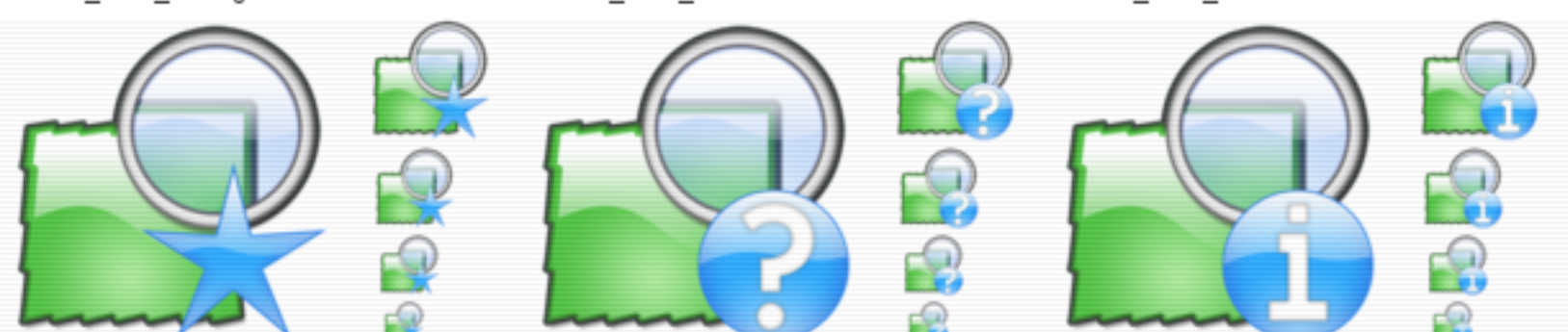


aa\_filter\_config

aa\_filter\_delete



aa\_filter\_down



aa\_filter\_fav

aa\_filter\_help



aa\_filter\_info



aa\_filter\_level

aa\_filter\_lock



aa\_filter\_next



aa\_filter\_ok



aa\_filter\_refresh



aa\_filter\_save



aa\_filter\_search



aa\_filter\_unlock



aa\_filter\_up



aa\_filter\_write



aa\_filter\_zoom



add\_effect



add\_effect\_add



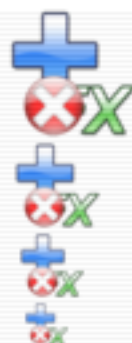
add\_effect\_back



add\_effect\_cancel



add\_effect\_clock



add\_effect\_close



add\_effect\_config



add\_effect\_delete



add\_effect\_down



add\_effect\_fav



add\_effect\_help



add\_effect\_info



add\_effect\_level



add\_effect\_next



add\_effect\_ok



add\_effect\_save



add\_effect\_search



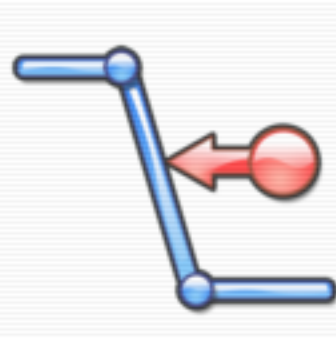
add\_effect\_up



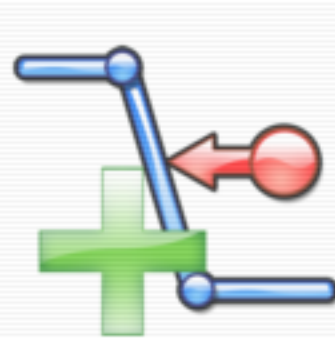
add\_effect\_write



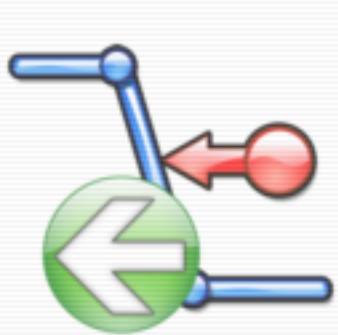
add\_effect\_zoom



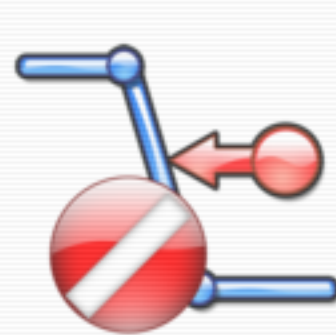
add\_point



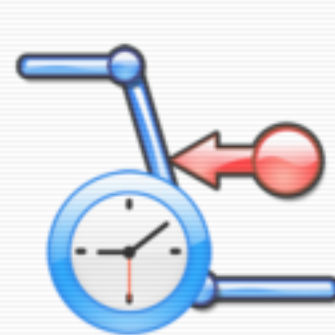
add\_point\_add



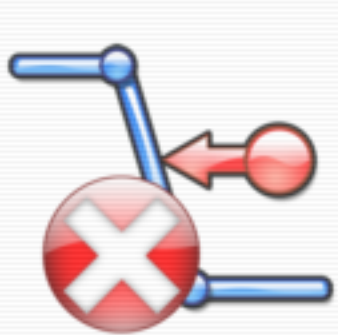
add\_point\_back



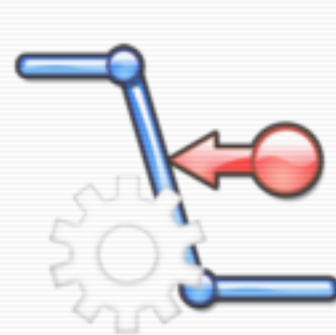
add\_point\_cancel



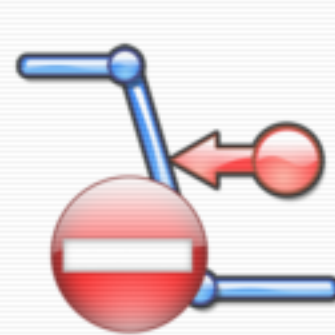
add\_point\_clock



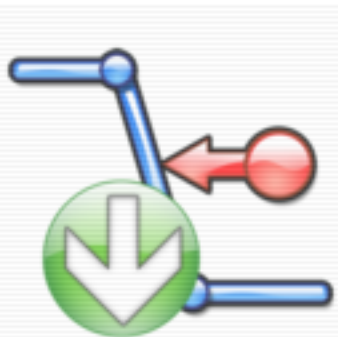
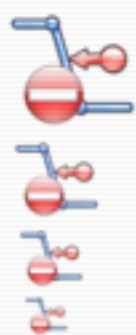
add\_point\_close



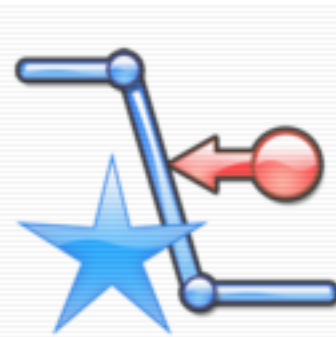
add\_point\_config



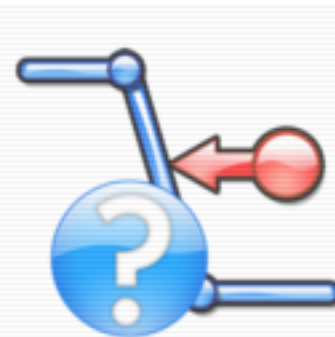
add\_point\_delete



add\_point\_down



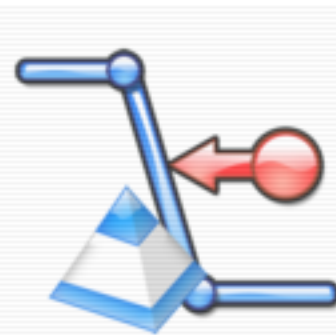
add\_point\_fav



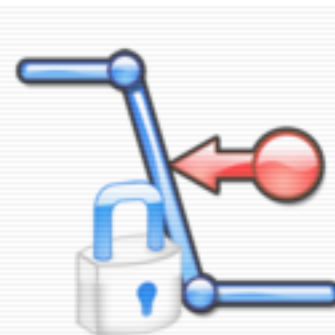
add\_point\_help



add\_point\_info



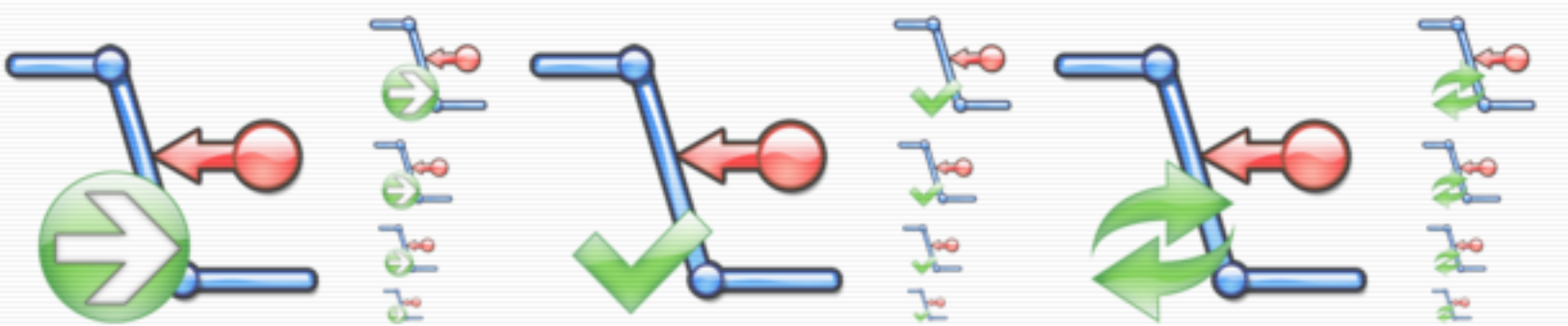
add\_point\_level



add\_point\_lock



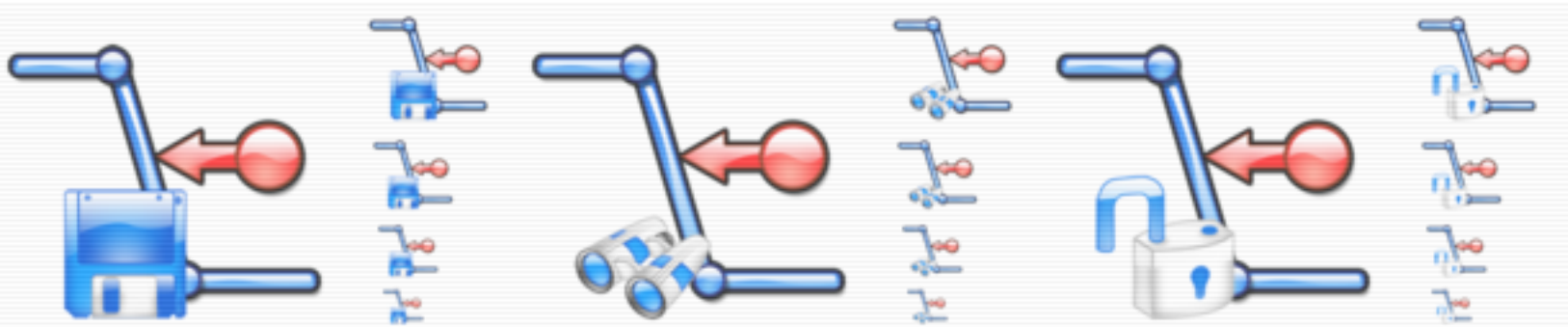




add\_point\_next

add\_point\_ok

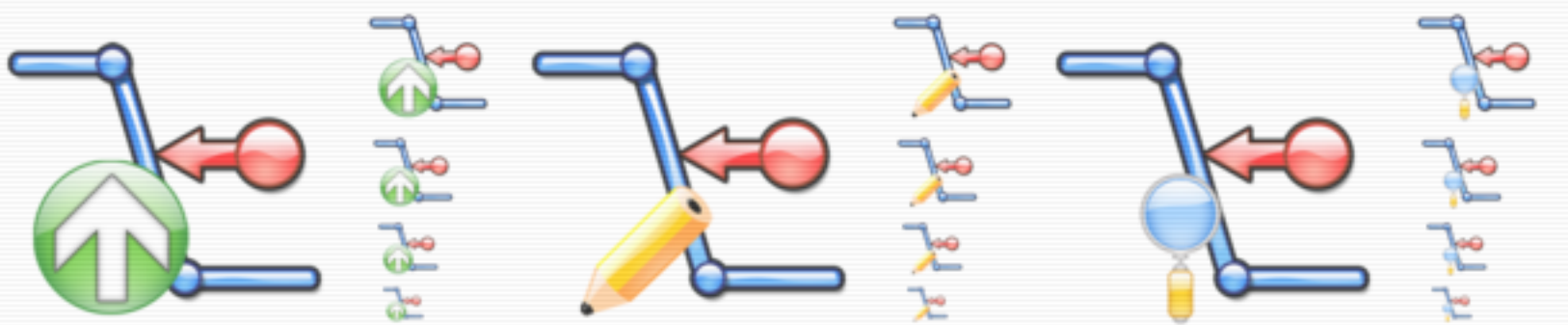
add\_point\_refresh



add\_point\_save

add\_point\_search

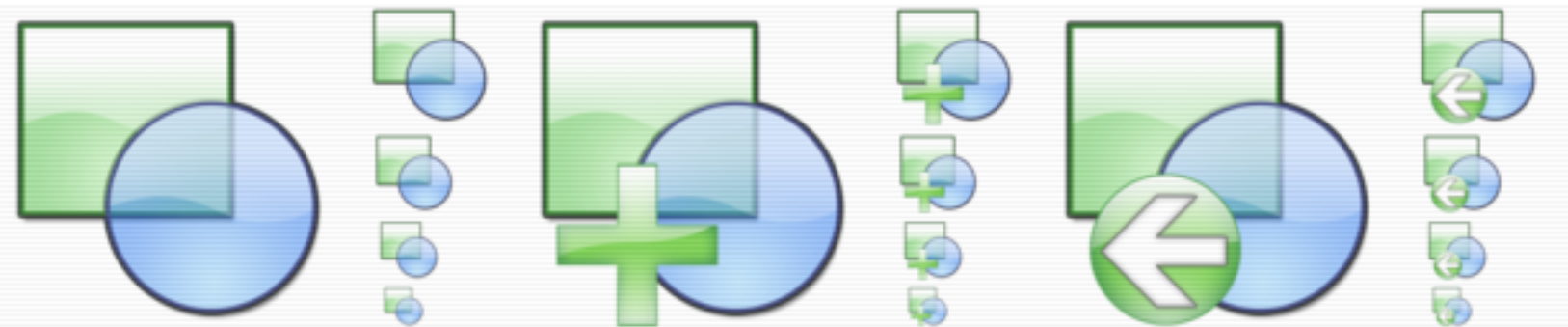
add\_point\_unlock



add\_point\_up

add\_point\_write

add\_point\_zoom



alpha\_blending

alpha\_blending\_add

alpha\_blending\_back



alpha\_blending\_cancel

alpha\_blending\_clock

alpha\_blending\_close



alpha\_blending\_config



alpha\_blending\_delete



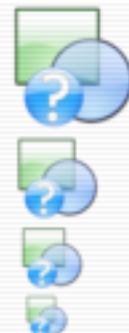
alpha\_blending\_down



alpha\_blending\_fav



alpha\_blending\_help



alpha\_blending\_info



alpha\_blending\_level



alpha\_blending\_lock



alpha\_blending\_next



alpha\_blending\_ok



alpha\_blending\_refresh



alpha\_blending\_save



alpha\_blending\_search



alpha\_blending\_unlock



alpha\_blending\_up





alpha\_blending\_write



alpha\_blending\_zoom



ambient



ambient\_add



ambient\_back



ambient\_cancel



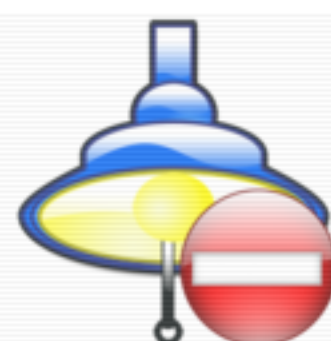
ambient\_clock



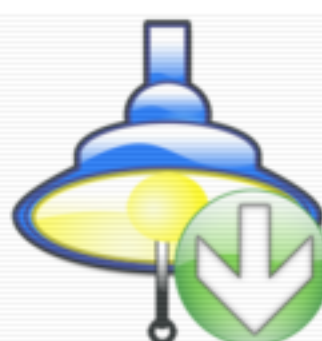
ambient\_close



ambient\_config



ambient\_delete



ambient\_down



ambient\_fav



ambient\_help



ambient\_info



ambient\_level





ambient\_lock



ambient\_next



ambient\_ok



ambient\_refresh



ambient\_save



ambient\_search



ambient\_unlock



ambient\_up



ambient\_write



ambient\_zoom



animate



animate\_add



animate\_back



animate\_cancel



animate\_clock







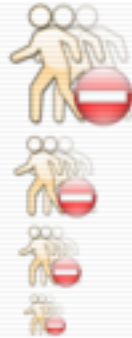
animate\_close



animate\_config



animate\_delete



animate\_down



animate\_fav



animate\_help



animate\_info



animate\_level



animate\_lock



animate\_next



animate\_ok



animate\_refresh



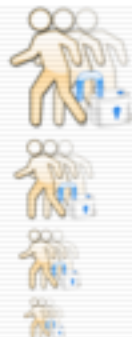
animate\_save



animate\_search



animate\_unlock





animate\_up



animate\_write



animate\_zoom



animation\_editor



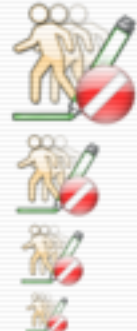
animation\_editor\_add



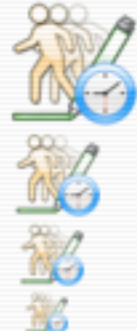
animation\_editor\_back



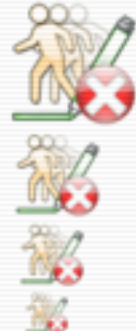
animation\_editor\_cancel



animation\_editor\_clock



animation\_editor\_close



animation\_editor\_config



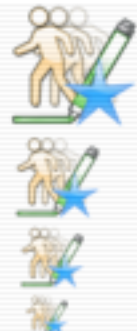
animation\_editor\_delete



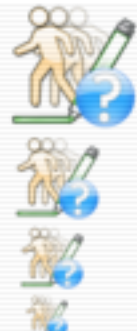
animation\_editor\_down



animation\_editor\_fav



animation\_editor\_help



animation\_editor\_info





animation\_editor\_level



animation\_editor\_lock



animation\_editor\_next



animation\_editor\_ok



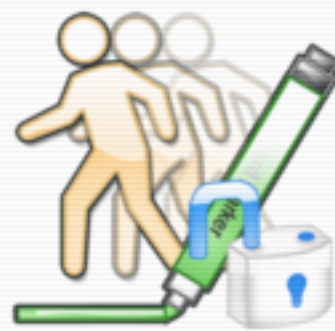
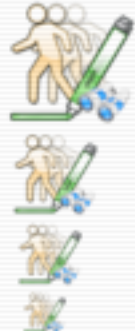
animation\_editor\_refresh



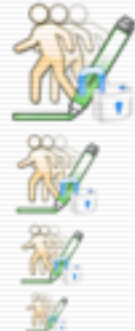
animation\_editor\_save



animation\_editor\_search



animation\_editor\_unlock



animation\_editor\_up



animation\_editor\_write



animation\_editor\_zoom



animation\_texture



animation\_texture\_add



animation\_texture\_back



animation\_texture\_cancel







animation\_texture\_clock



animation\_texture\_close



animation\_texture\_config



animation\_texture\_delete



animation\_texture\_down



animation\_texture\_fav



animation\_texture\_help



animation\_texture\_info



animation\_texture\_level



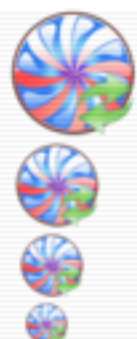
animation\_texture\_lock



animation\_texture\_next



animation\_texture\_ok



animation\_texture\_refresh



animation\_texture\_save



animation\_texture\_search





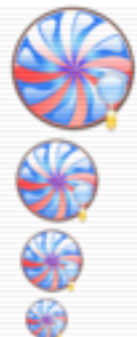
animation\_texture\_unlock



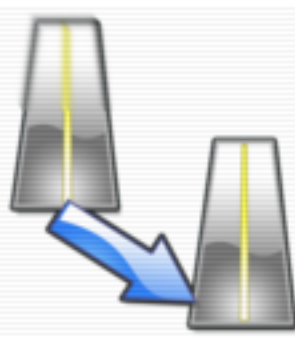
animation\_texture\_up



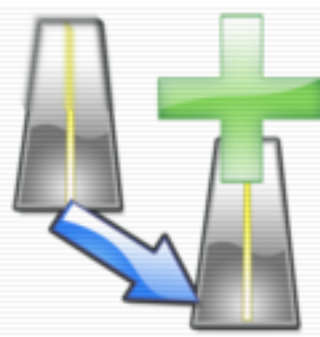
animation\_texture\_write



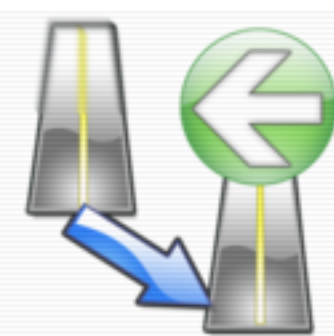
animation\_texture\_zoom



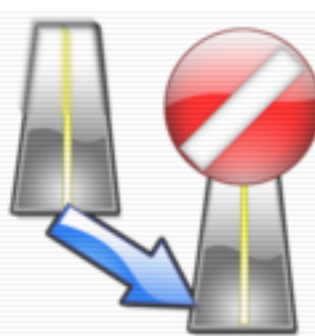
anisotropic\_filtering



anisotropic\_filtering\_add



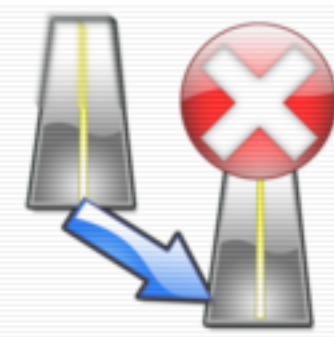
anisotropic\_filtering\_back



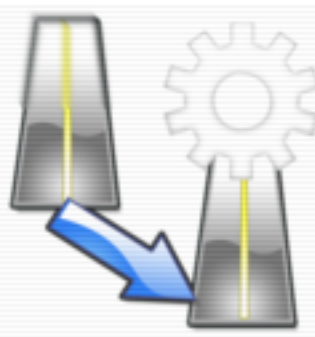
anisotropic\_filtering\_cancel



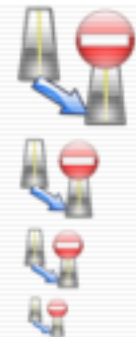
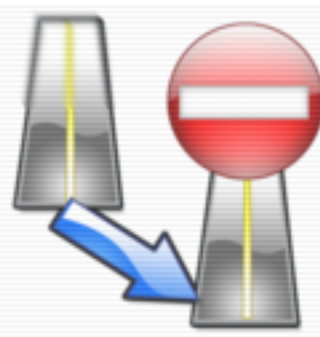
anisotropic\_filtering\_clock



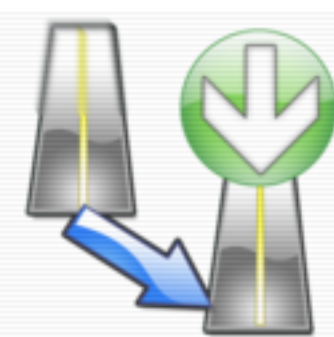
anisotropic\_filtering\_close



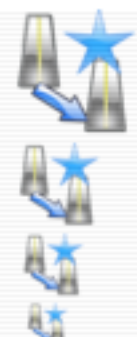
anisotropic\_filtering\_config



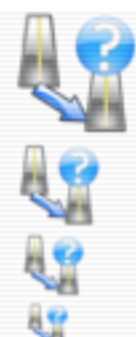
anisotropic\_filtering\_delete



anisotropic\_filtering\_down



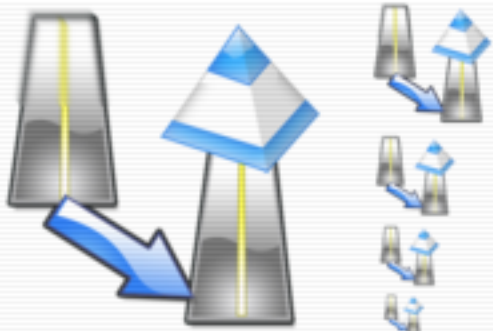
anisotropic\_filtering\_fav



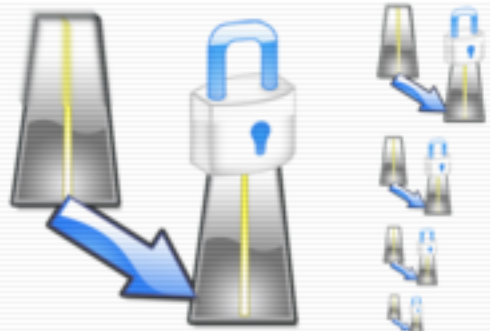
anisotropic\_filtering\_help



anisotropic\_filtering\_info



anisotropic\_filtering\_level



anisotropic\_filtering\_lock



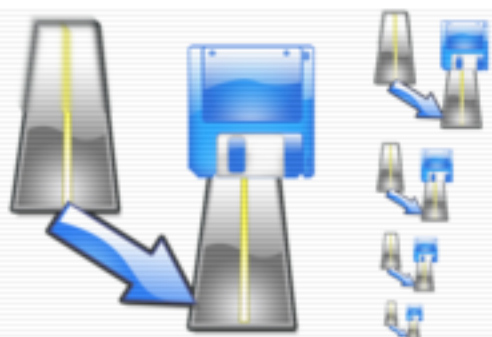
anisotropic\_filtering\_next



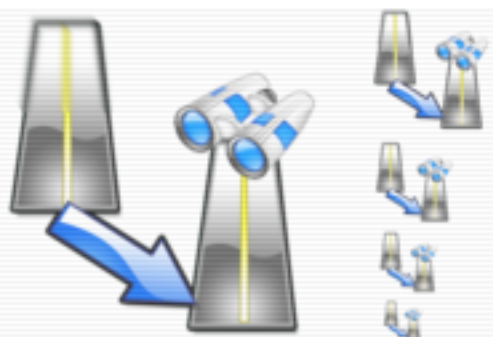
anisotropic\_filtering\_ok



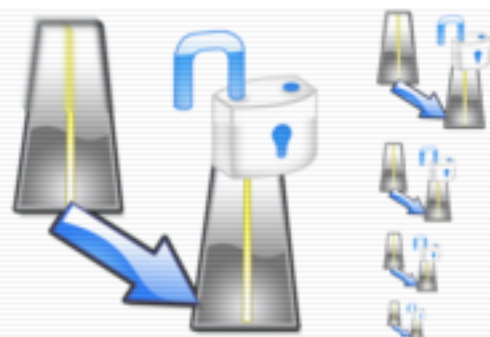
anisotropic\_filtering\_refresh



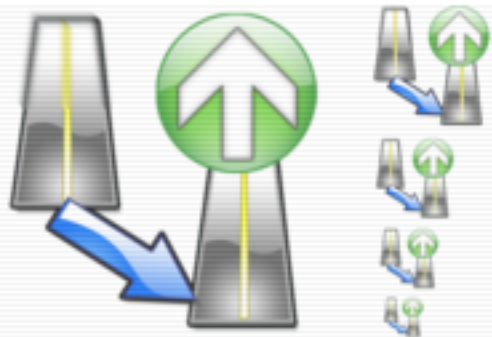
anisotropic\_filtering\_save



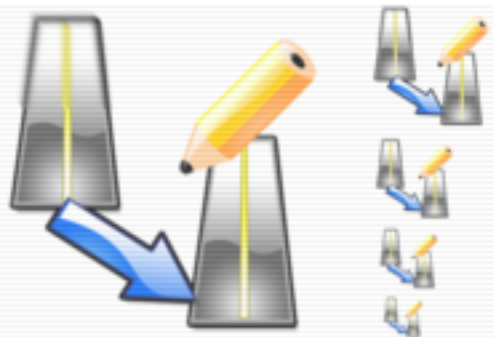
anisotropic\_filtering\_search



anisotropic\_filtering\_unlock



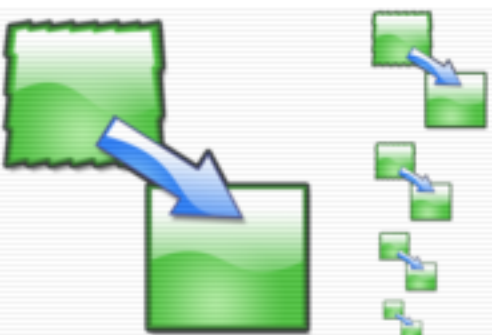
anisotropic\_filtering\_up



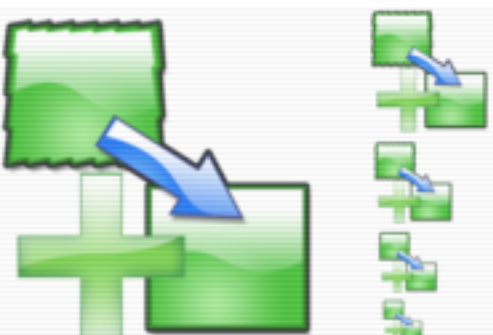
anisotropic\_filtering\_write



anisotropic\_filtering\_zoom



antialiasing\_rendering



antialiasing\_rendering\_add



antialiasing\_rendering\_back



antialiasing\_rendering\_cancel

antialiasing\_rendering\_clock

antialiasing\_rendering\_close



antialiasing\_rendering\_config

antialiasing\_rendering\_delete

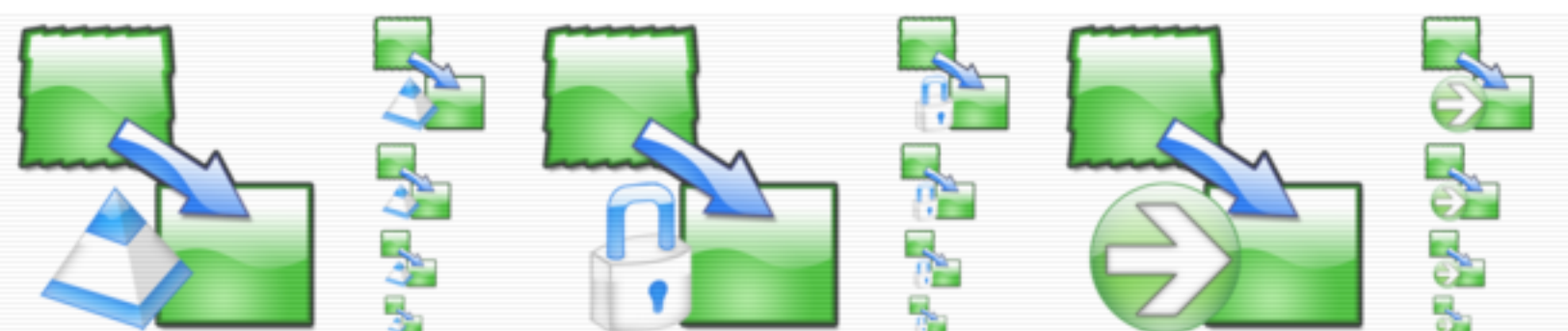
antialiasing\_rendering\_down



antialiasing\_rendering\_fav

antialiasing\_rendering\_help

antialiasing\_rendering\_info



antialiasing\_rendering\_level

antialiasing\_rendering\_lock

antialiasing\_rendering\_next



antialiasing\_rendering\_ok

antialiasing\_rendering\_refresh

antialiasing\_rendering\_save



antialiasing\_rendering\_search

antialiasing\_rendering\_unlock

antialiasing\_rendering\_up



antialiasing\_rendering\_write

antialiasing\_rendering\_zoom

arrow



arrow\_add

arrow\_back

arrow\_cancel



arrow\_clock

arrow\_close

arrow\_config



arrow\_delete

arrow\_down

arrow\_fav





arrow\_help



arrow\_info



arrow\_level



arrow\_lock



arrow\_next



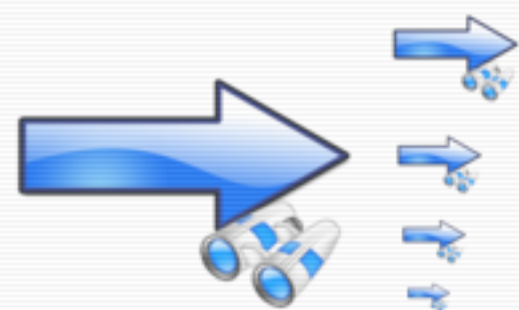
arrow\_ok



arrow\_refresh



arrow\_save



arrow\_search



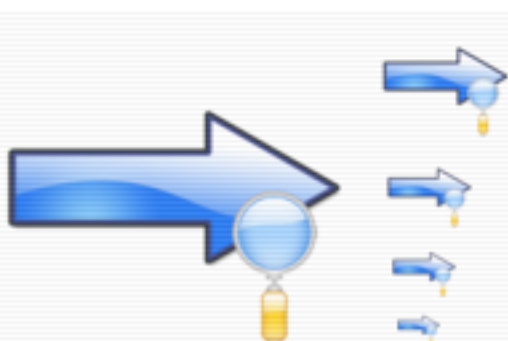
arrow\_unlock



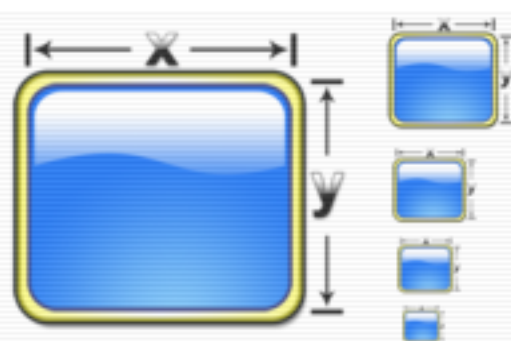
arrow\_up



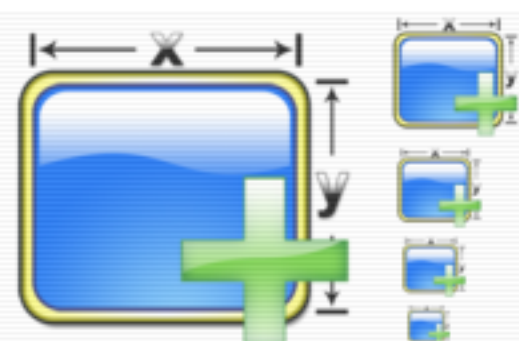
arrow\_write



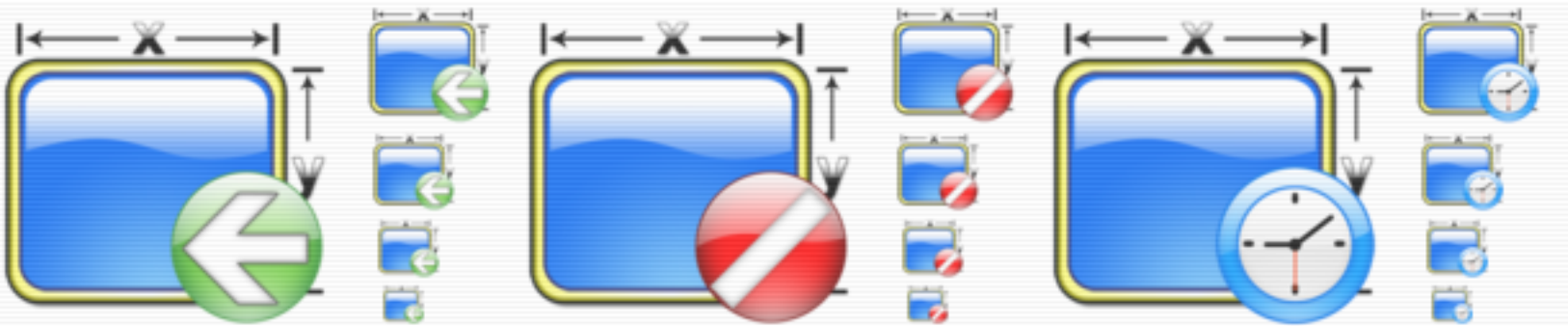
arrow\_zoom



aspect\_ratio



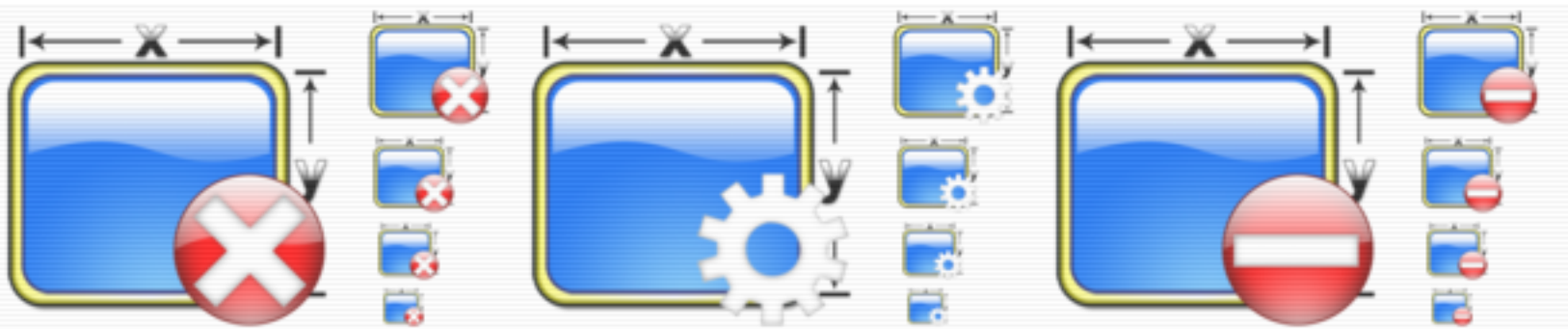
aspect\_ratio\_add



aspect\_ratio\_back

aspect\_ratio\_cancel

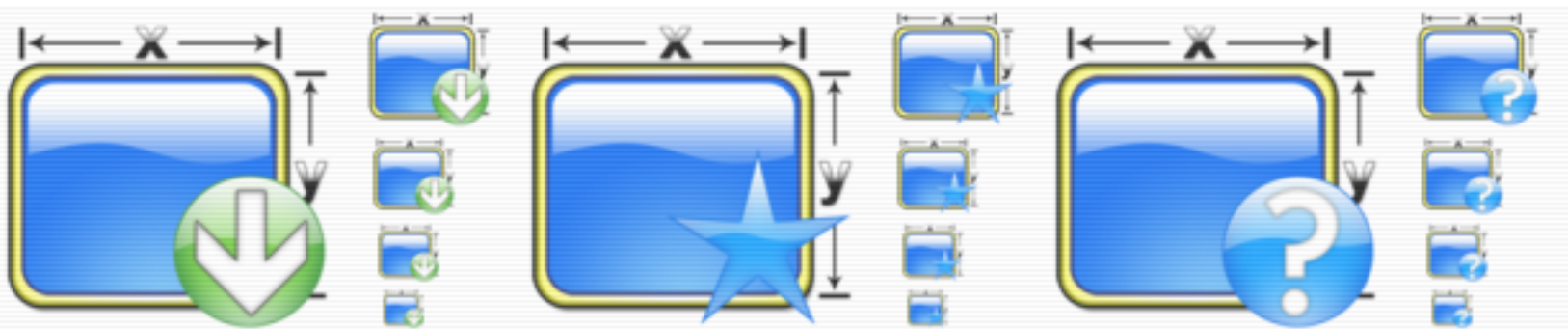
aspect\_ratio\_clock



aspect\_ratio\_close

aspect\_ratio\_config

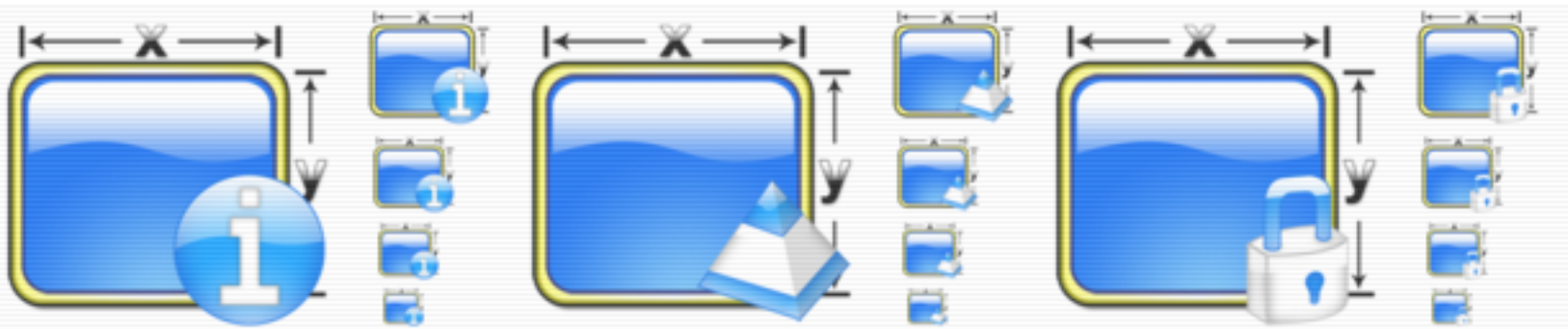
aspect\_ratio\_delete



aspect\_ratio\_down

aspect\_ratio\_fav

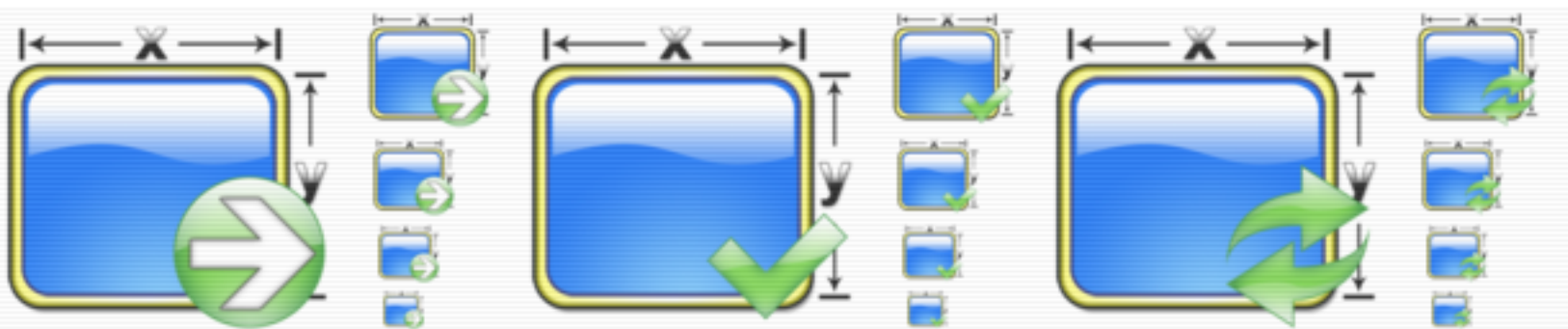
aspect\_ratio\_help



aspect\_ratio\_info

aspect\_ratio\_level

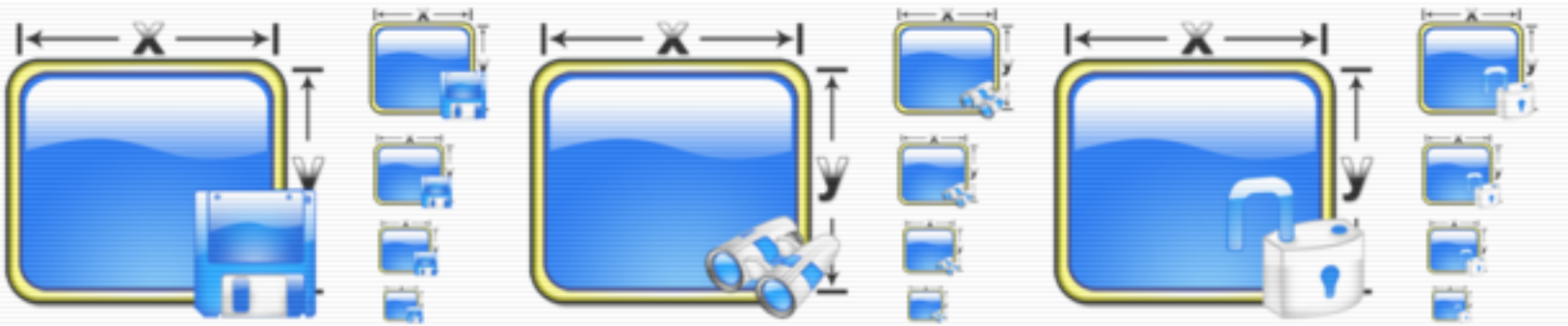
aspect\_ratio\_lock



aspect\_ratio\_next

aspect\_ratio\_ok

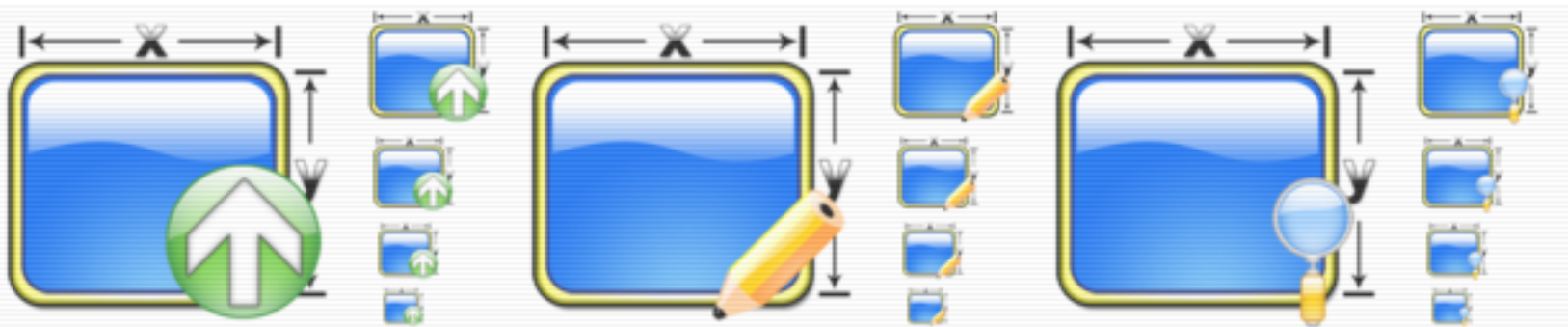
aspect\_ratio\_refresh



aspect\_ratio\_save

aspect\_ratio\_search

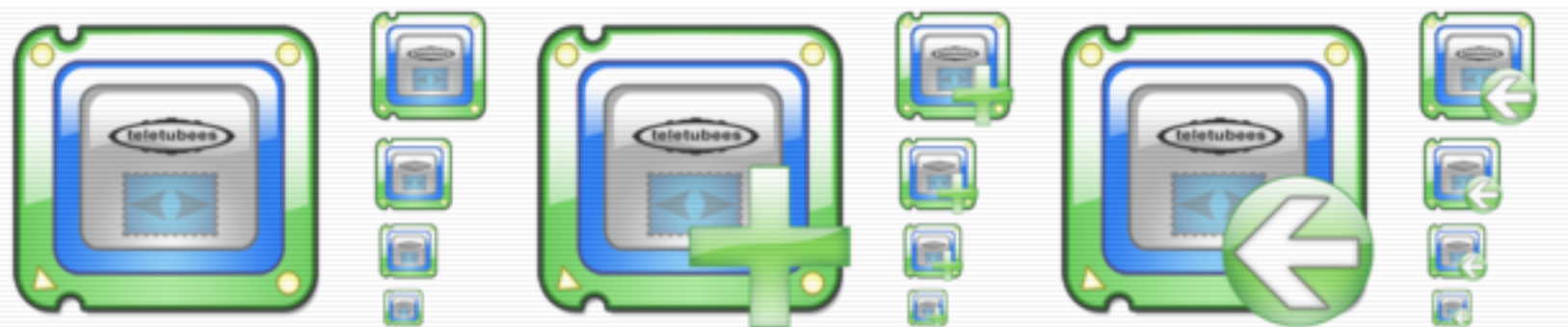
aspect\_ratio\_unlock



aspect\_ratio\_up

aspect\_ratio\_write

aspect\_ratio\_zoom



backside

backside\_add

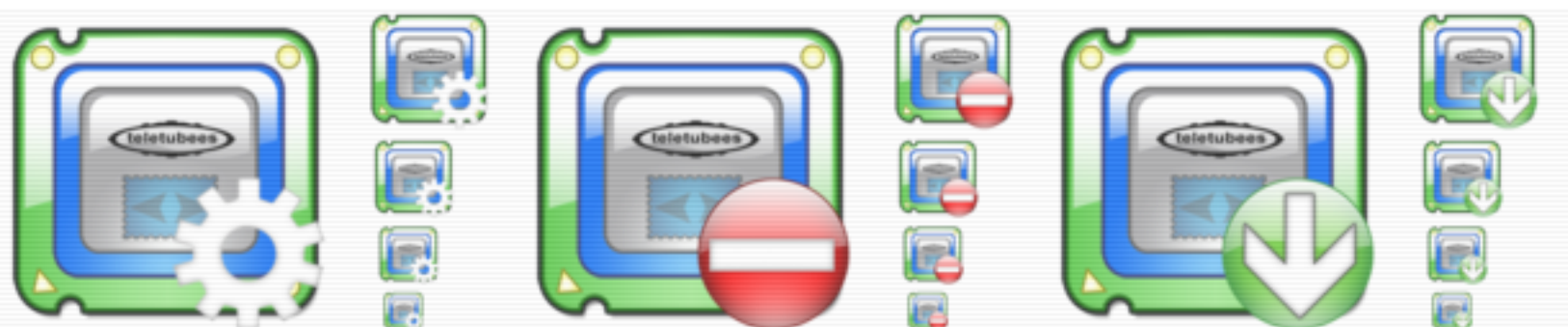
backside\_back



backside\_cancel

backside\_clock

backside\_close



backside\_config

backside\_delete

backside\_down



backside\_fav



backside\_help



backside\_info



backside\_level



backside\_lock



backside\_next



backside\_ok



backside\_refresh



backside\_save



backside\_search



backside\_unlock



backside\_up



backside\_write



backside\_zoom



beveling





beveling\_add

beveling\_back

beveling\_cancel



beveling\_clock

beveling\_close

beveling\_config



beveling\_delete

beveling\_down

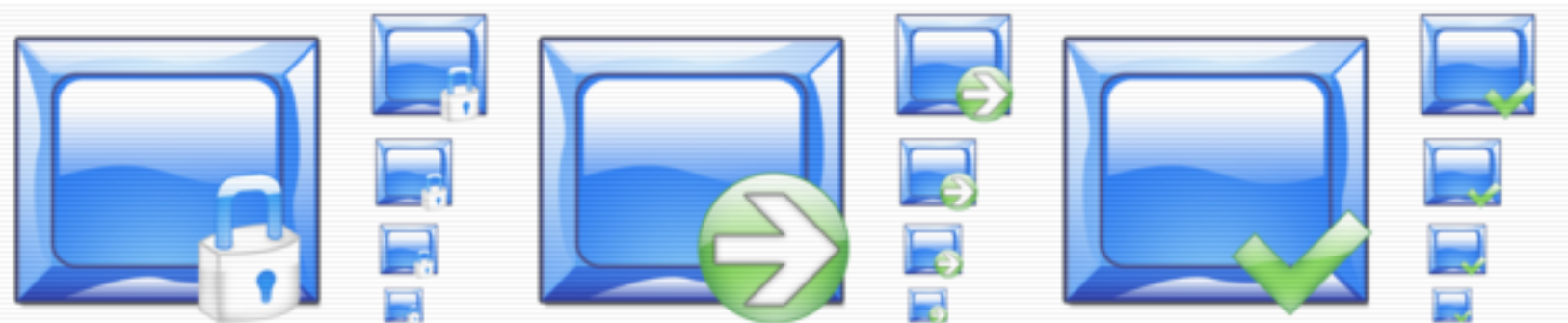
beveling\_fav



beveling\_help

beveling\_info

beveling\_level



beveling\_lock

beveling\_next

beveling\_ok



beveling\_refresh



beveling\_save



beveling\_search



beveling\_unlock



beveling\_up



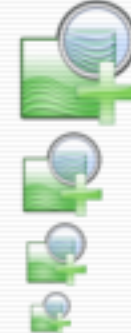
beveling\_write



beveling\_zoom



bilinear\_filtering



bilinear\_filtering\_add



bilinear\_filtering\_back



bilinear\_filtering\_cancel



bilinear\_filtering\_clock



bilinear\_filtering\_close



bilinear\_filtering\_config



bilinear\_filtering\_delete



bilinear\_filtering\_down



bilinear\_filtering\_fav



bilinear\_filtering\_help



bilinear\_filtering\_info



bilinear\_filtering\_level



bilinear\_filtering\_lock



bilinear\_filtering\_next



bilinear\_filtering\_ok



bilinear\_filtering\_refresh



bilinear\_filtering\_save



bilinear\_filtering\_search



bilinear\_filtering\_unlock



bilinear\_filtering\_up



bilinear\_filtering\_write



bilinear\_filtering\_zoom



bitmap\_texture



bitmap\_texture\_add



bitmap\_texture\_back



bitmap\_texture\_cancel



bitmap\_texture\_clock



bitmap\_texture\_close



bitmap\_texture\_config



bitmap\_texture\_delete



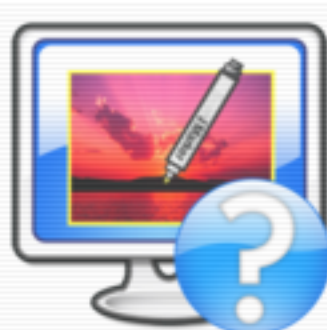
bitmap\_texture\_down



bitmap\_texture\_fav



bitmap\_texture\_help



bitmap\_texture\_info



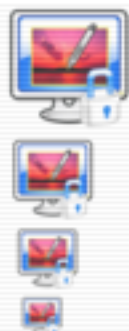
bitmap\_texture\_level



bitmap\_texture\_lock



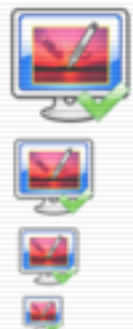
bitmap\_texture\_next



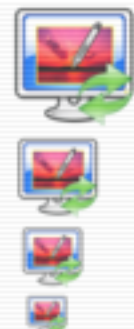




bitmap\_texture\_ok



bitmap\_texture\_refresh



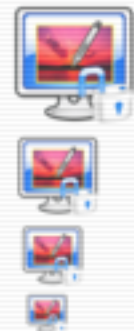
bitmap\_texture\_save



bitmap\_texture\_search



bitmap\_texture\_unlock



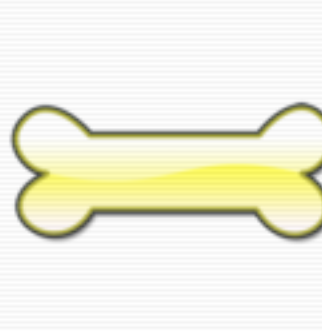
bitmap\_texture\_up



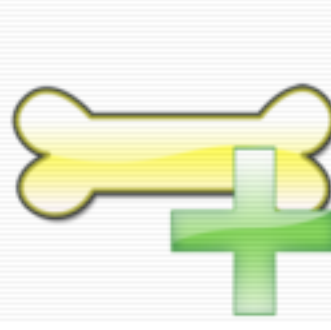
bitmap\_texture\_write



bitmap\_texture\_zoom



bone



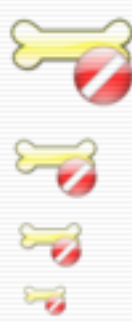
bone\_add



bone\_back



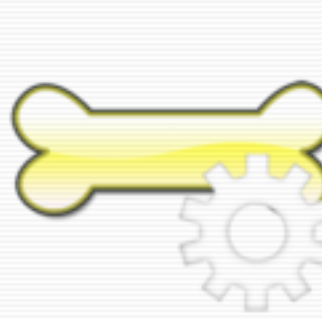
bone\_cancel



bone\_clock

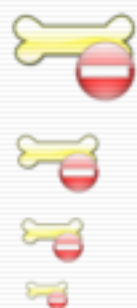
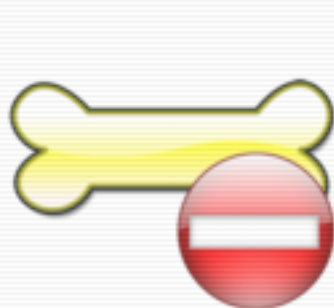


bone\_close

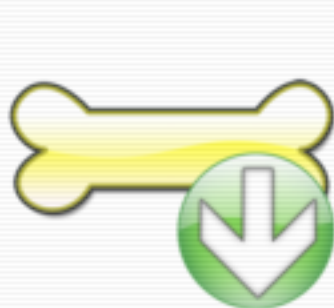


bone\_config





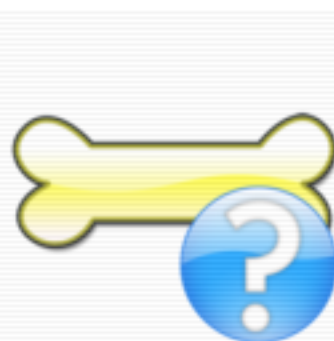
bone\_delete



bone\_down



bone\_fav



bone\_help



bone\_hierarchy



bone\_hierarchy\_add



bone\_hierarchy\_back



bone\_hierarchy\_cancel



bone\_hierarchy\_clock



bone\_hierarchy\_close



bone\_hierarchy\_config



bone\_hierarchy\_delete



bone\_hierarchy\_down



bone\_hierarchy\_fav



bone\_hierarchy\_help



bone\_hierarchy\_info



bone\_hierarchy\_level



bone\_hierarchy\_lock



bone\_hierarchy\_next



bone\_hierarchy\_ok



bone\_hierarchy\_refresh



bone\_hierarchy\_save



bone\_hierarchy\_search



bone\_hierarchy\_unlock



bone\_hierarchy\_up



bone\_hierarchy\_write



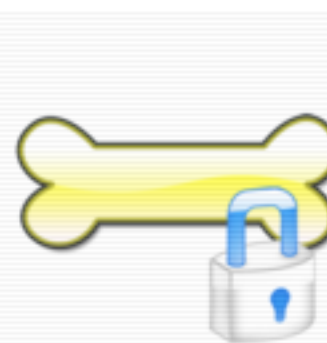
bone\_hierarchy\_zoom



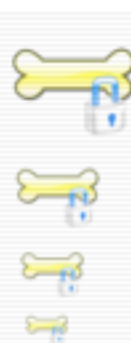
bone\_info

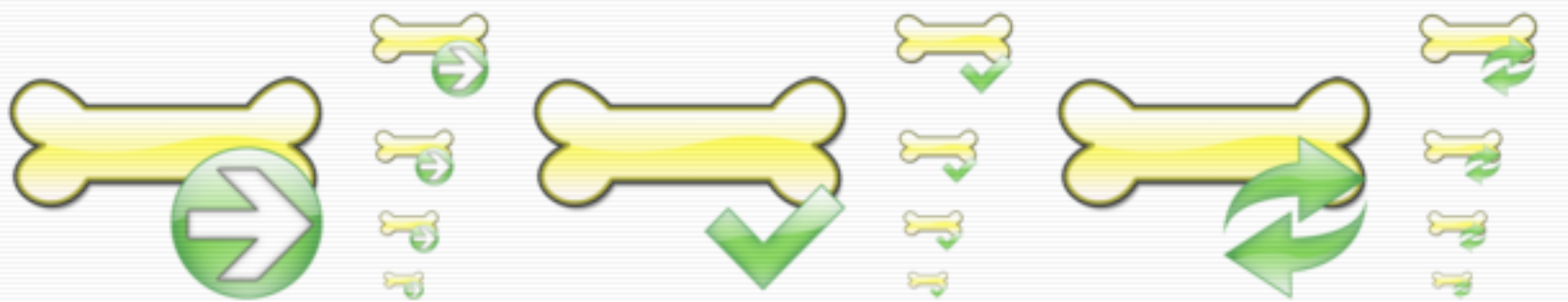


bone\_level



bone\_lock

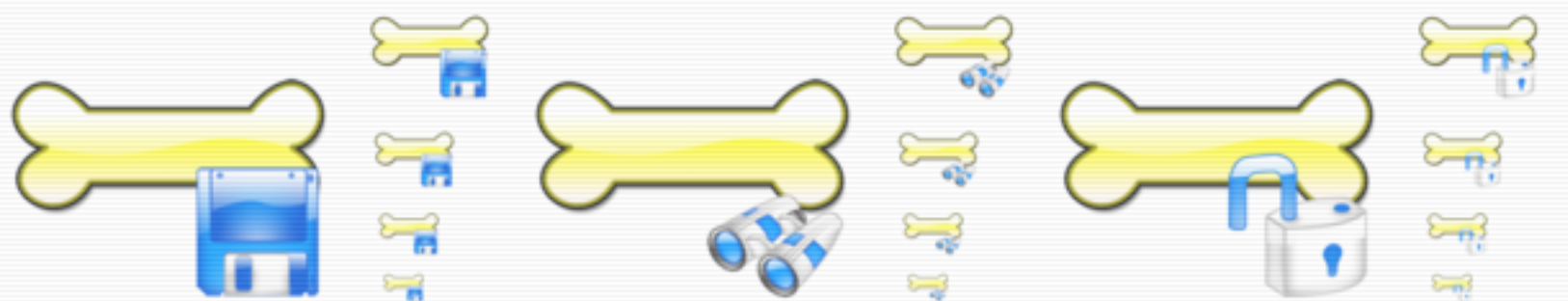




bone\_next

bone\_ok

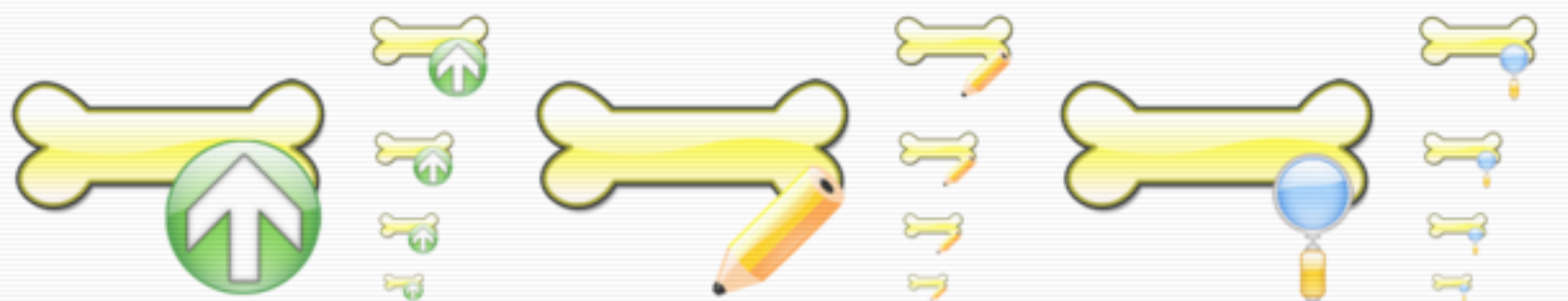
bone\_refresh



bone\_save

bone\_search

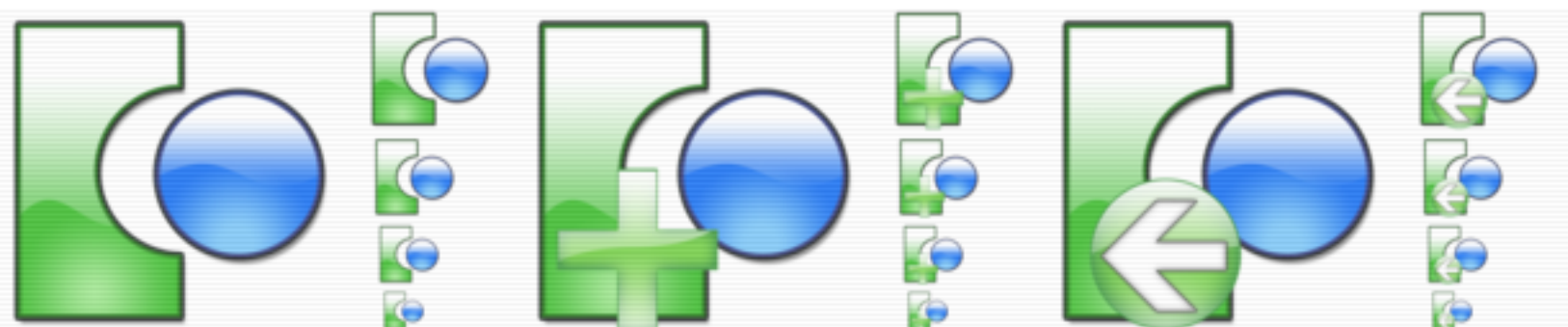
bone\_unlock



bone\_up

bone\_write

bone\_zoom



boolean\_operation

boolean\_operation\_add

boolean\_operation\_back



boolean\_operation\_cancel

boolean\_operation\_clock

boolean\_operation\_close





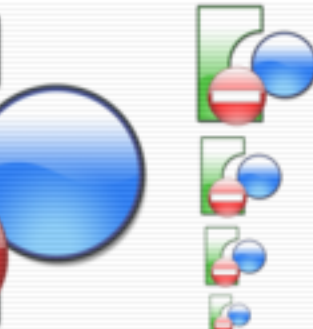
boolean\_operation\_config



boolean\_operation\_delete



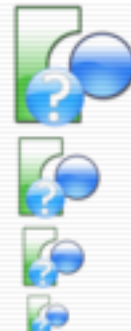
boolean\_operation\_down



boolean\_operation\_fav



boolean\_operation\_help



boolean\_operation\_info



boolean\_operation\_level



boolean\_operation\_lock



boolean\_operation\_next



boolean\_operation\_ok



boolean\_operation\_refresh



boolean\_operation\_save



boolean\_operation\_search



boolean\_operation\_unlock



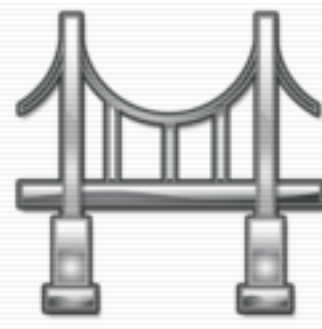
boolean\_operation\_up



boolean\_operation\_write



boolean\_operation\_zoom



bridge



bridge\_add



bridge\_back



bridge\_cancel



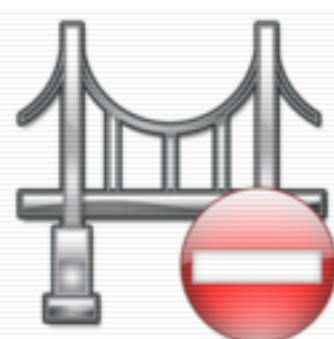
bridge\_clock



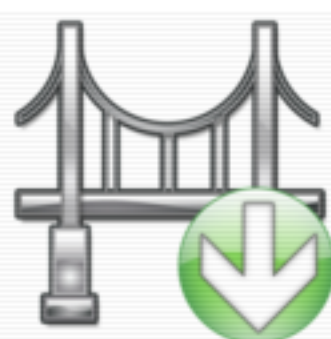
bridge\_close



bridge\_config



bridge\_delete



bridge\_down



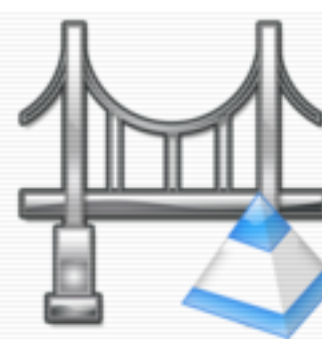
bridge\_fav



bridge\_help



bridge\_info



bridge\_level

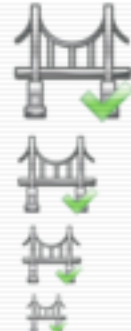
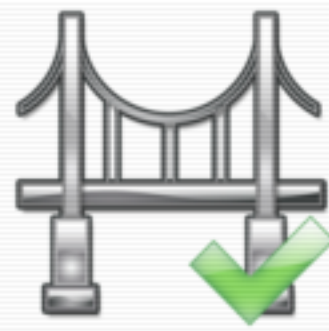




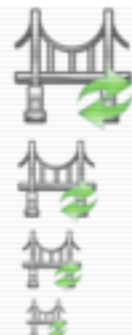
bridge\_lock



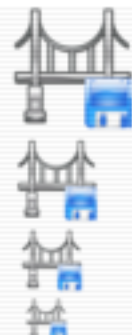
bridge\_next



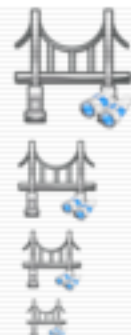
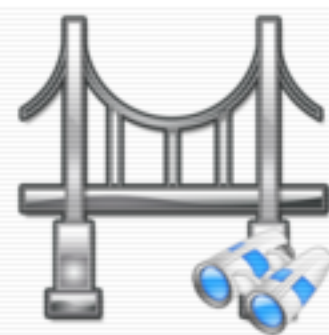
bridge\_ok



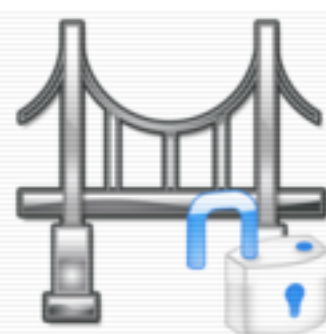
bridge\_refresh



bridge\_save



bridge\_search



bridge\_unlock



bridge\_up



bridge\_write



bridge\_zoom



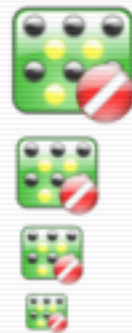
bump\_mapping



bump\_mapping\_add



bump\_mapping\_back



bump\_mapping\_cancel



bump\_mapping\_clock



bump\_mapping\_close



bump\_mapping\_config



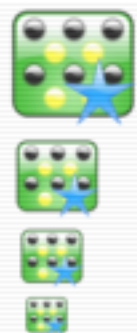
bump\_mapping\_delete



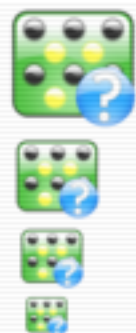
bump\_mapping\_down



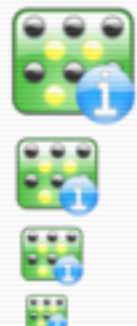
bump\_mapping\_fav



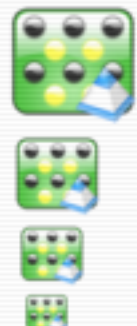
bump\_mapping\_help



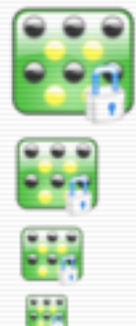
bump\_mapping\_info



bump\_mapping\_level



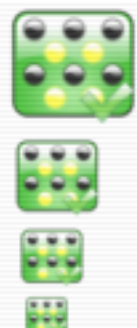
bump\_mapping\_lock



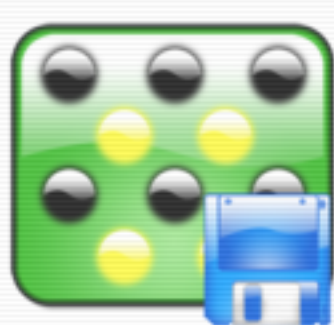
bump\_mapping\_next



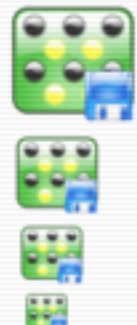
bump\_mapping\_ok



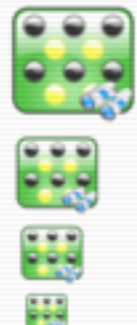
bump\_mapping\_refresh



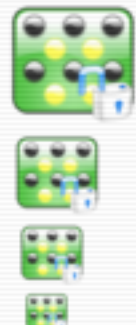
bump\_mapping\_save



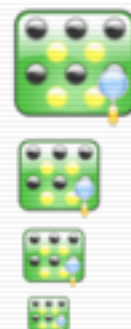
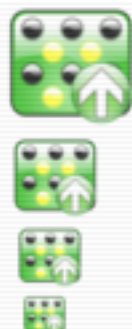
bump\_mapping\_search



bump\_mapping\_unlock







bump\_mapping\_up

bump\_mapping\_write

bump\_mapping\_zoom



byu

byu\_add

byu\_back



byu\_cancel

byu\_clock

byu\_close



byu\_config

byu\_delete

byu\_down



byu\_fav

byu\_help

byu\_info



byu\_level



byu\_lock



byu\_next



byu\_ok



byu\_refresh



byu\_save



byu\_search



byu\_unlock



byu\_up



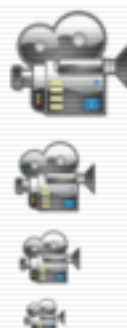
byu\_write



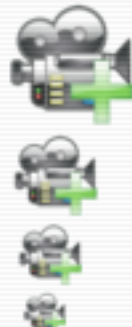
byu\_zoom



camera



camera\_add



camera\_back



camera\_cancel





camera\_clock



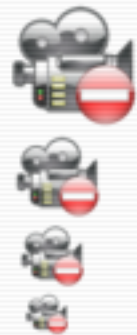
camera\_close



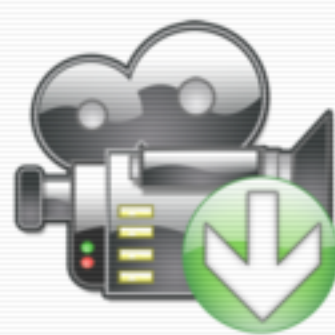
camera\_config



camera\_delete



camera\_down



camera\_fav



camera\_help



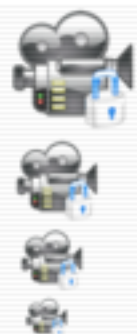
camera\_info



camera\_level



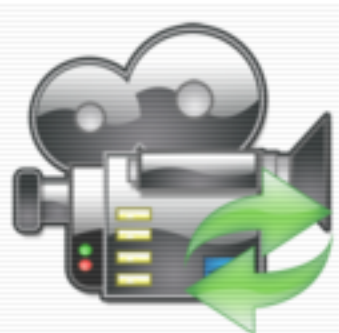
camera\_lock



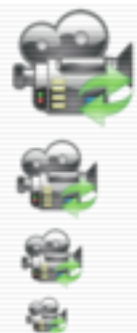
camera\_next



camera\_ok



camera\_refresh



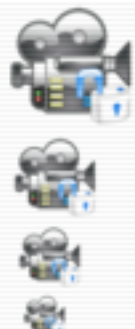
camera\_save



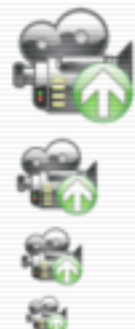
camera\_search



camera\_unlock



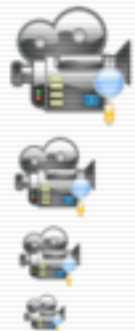
camera\_up



camera\_write



camera\_zoom



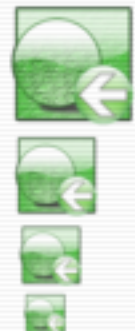
caustic



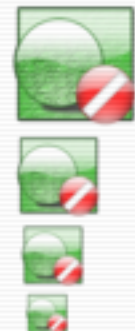
caustic\_add



caustic\_back



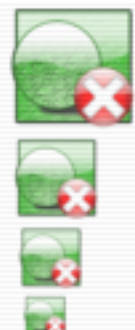
caustic\_cancel



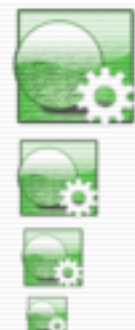
caustic\_clock



caustic\_close



caustic\_config



caustic\_delete



caustic\_down



caustic\_fav

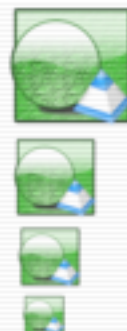
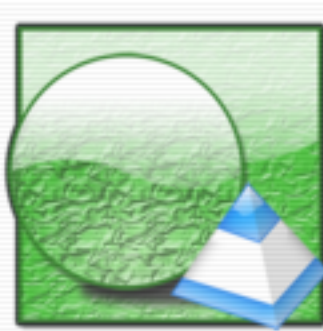


caustic\_help

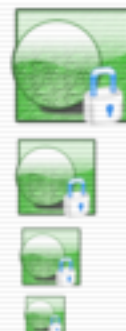




caustic\_info



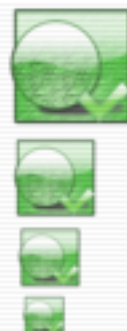
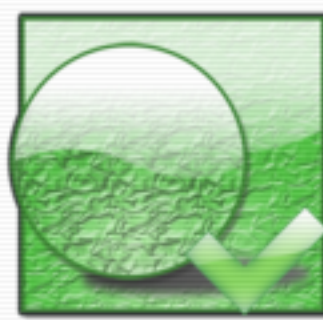
caustic\_level



caustic\_lock



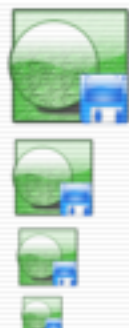
caustic\_next



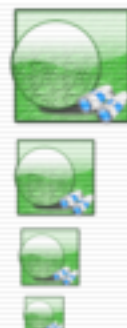
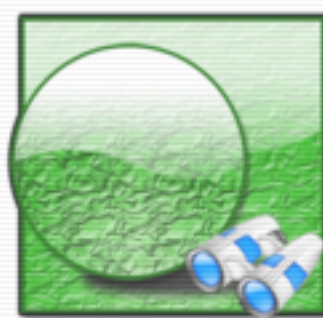
caustic\_ok



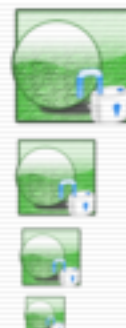
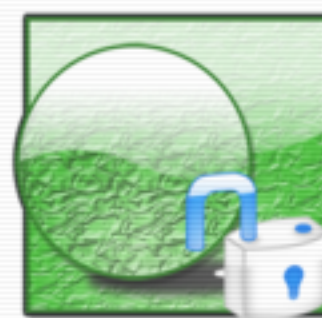
caustic\_refresh



caustic\_save



caustic\_search



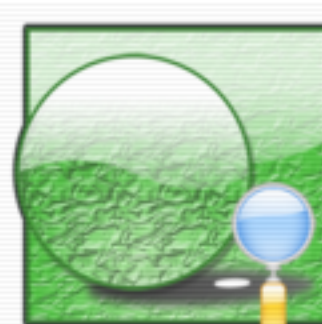
caustic\_unlock



caustic\_up



caustic\_write



caustic\_zoom



circle



circle\_add



circle\_back



circle\_cancel



circle\_clock



circle\_close



circle\_config



circle\_delete



circle\_down



circle\_fav



circle\_help



circle\_info



circle\_level



circle\_lock



circle\_next



circle\_ok



circle\_refresh



circle\_save



circle\_search



circle\_unlock



circle\_up



circle\_write



circle\_zoom



collision\_detection



collision\_detection\_add



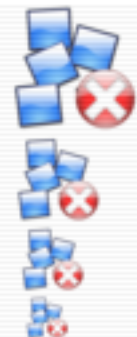
collision\_detection\_back



collision\_detection\_cancel



collision\_detection\_clock



collision\_detection\_close



collision\_detection\_config



collision\_detection\_delete



collision\_detection\_down



collision\_detection\_fav



collision\_detection\_help



collision\_detection\_info



collision\_detection\_level



collision\_detection\_lock



collision\_detection\_next



collision\_detection\_ok



collision\_detection\_refresh



collision\_detection\_save



collision\_detection\_search



collision\_detection\_unlock



collision\_detection\_up



collision\_detection\_write



collision\_detection\_zoom



cone



cone\_add







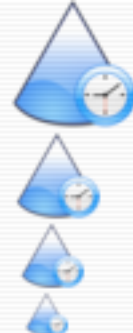
cone\_back



cone\_cancel



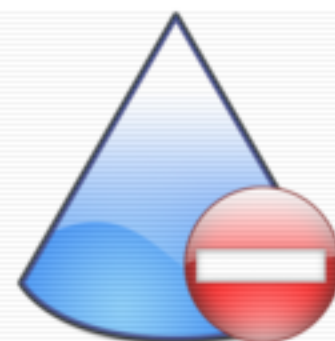
cone\_clock



cone\_close



cone\_config



cone\_delete



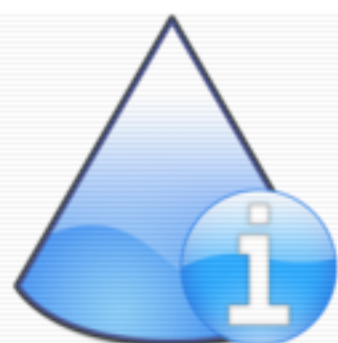
cone\_down



cone\_fav



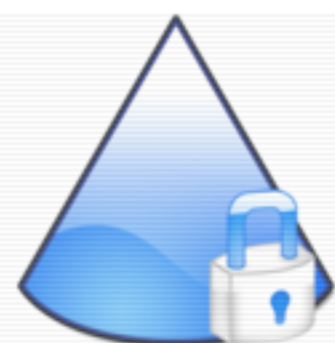
cone\_help



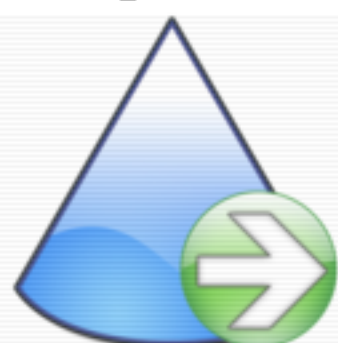
cone\_info



cone\_level



cone\_lock



cone\_next



cone\_ok



cone\_refresh





cone\_save



cone\_search



cone\_unlock



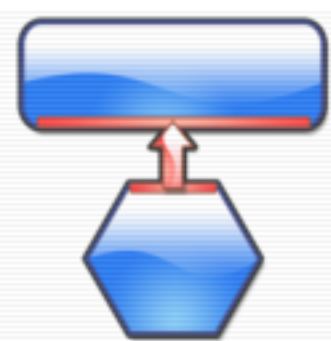
cone\_up



cone\_write



cone\_zoom



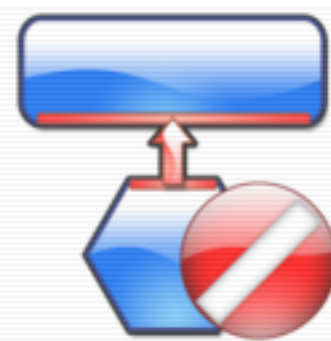
connect\_edge



connect\_edge\_add



connect\_edge\_back



connect\_edge\_cancel



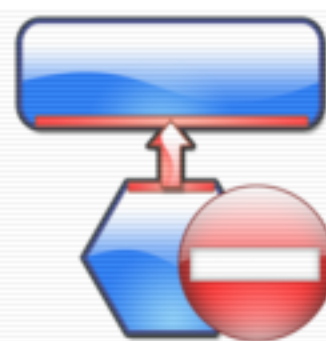
connect\_edge\_clock



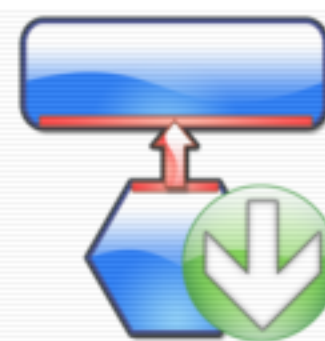
connect\_edge\_close



connect\_edge\_config

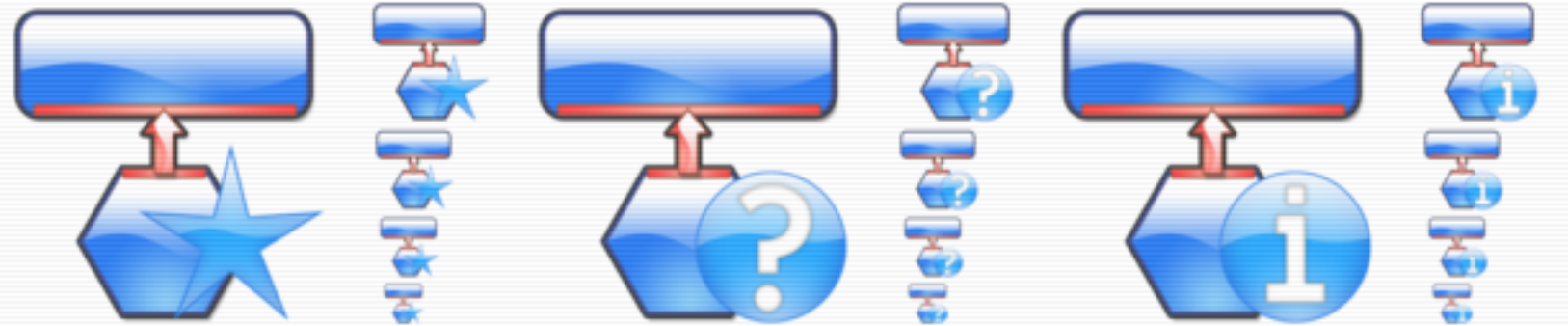


connect\_edge\_delete



connect\_edge\_down

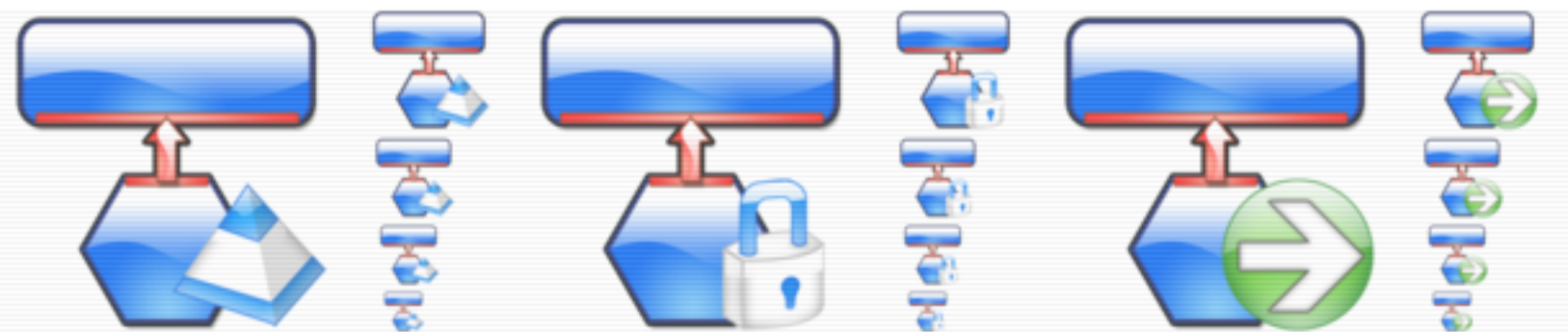




connect\_edge\_fav

connect\_edge\_help

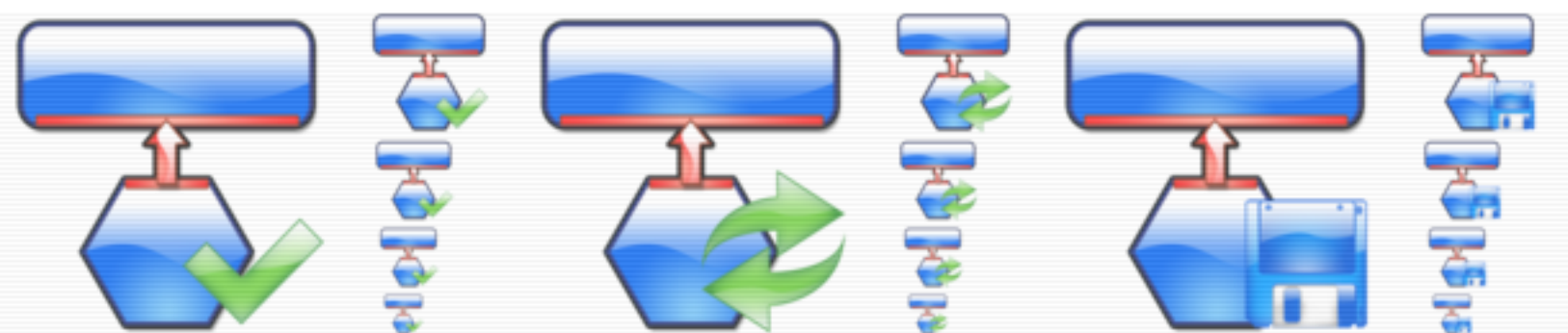
connect\_edge\_info



connect\_edge\_level

connect\_edge\_lock

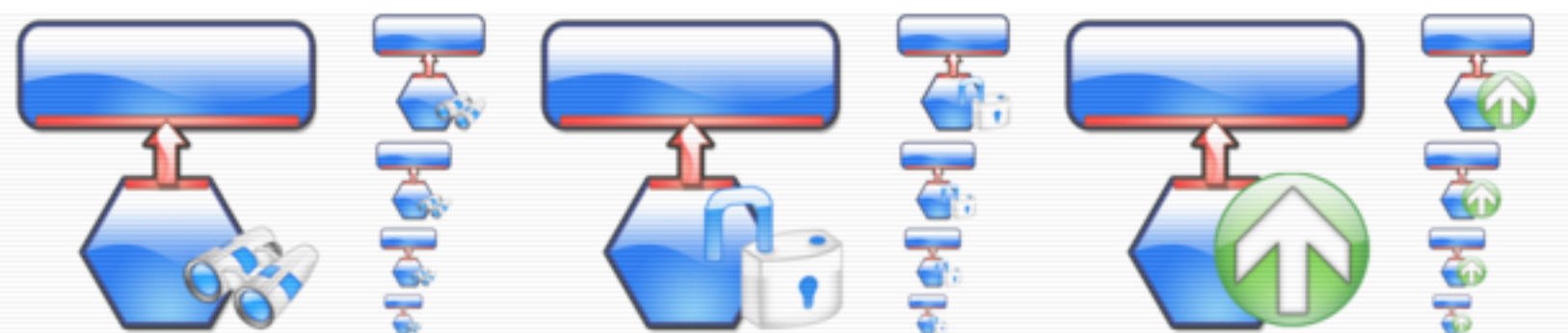
connect\_edge\_next



connect\_edge\_ok

connect\_edge\_refresh

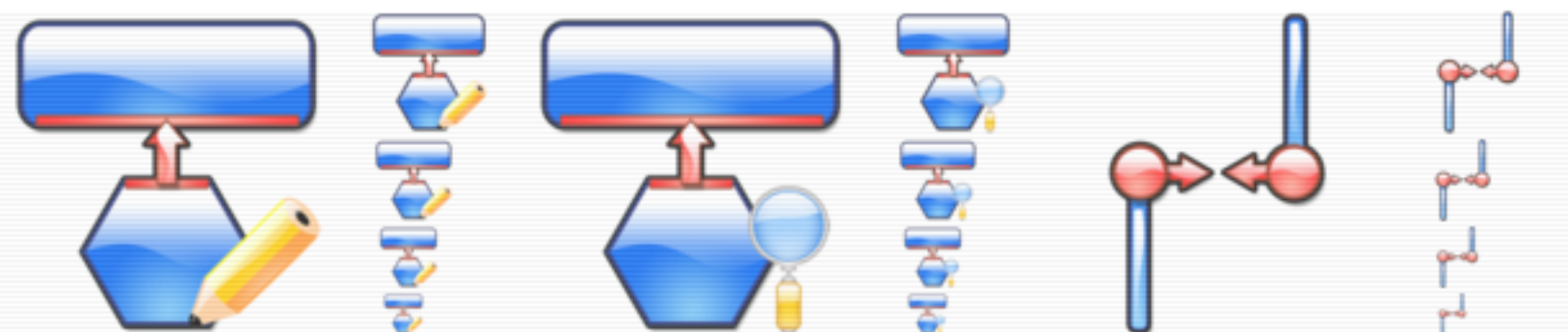
connect\_edge\_save



connect\_edge\_search

connect\_edge\_unlock

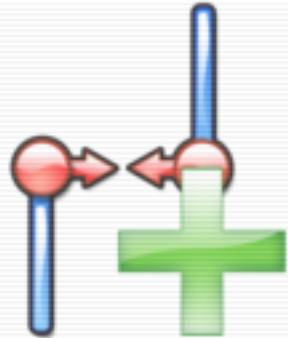
connect\_edge\_up



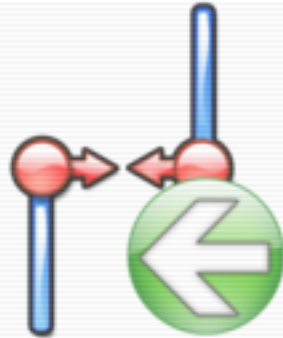
connect\_edge\_write

connect\_edge\_zoom

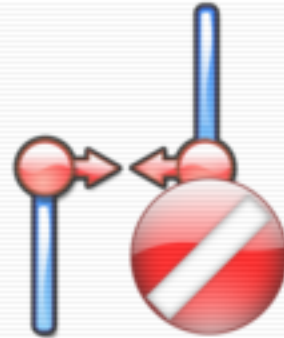
connect\_points



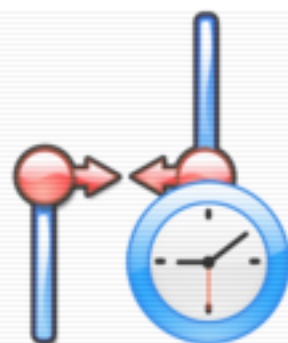
connect\_points\_add



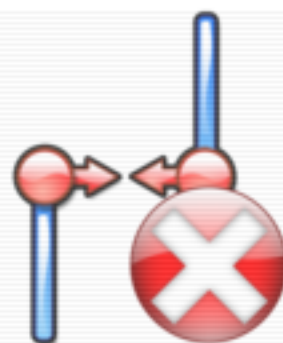
connect\_points\_back



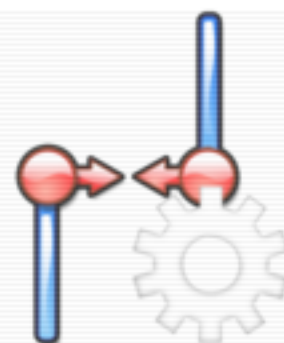
connect\_points\_cancel



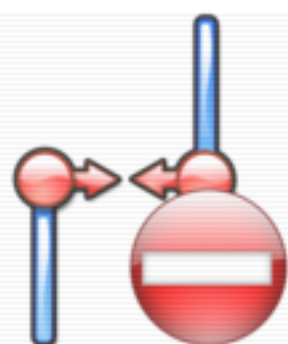
connect\_points\_clock



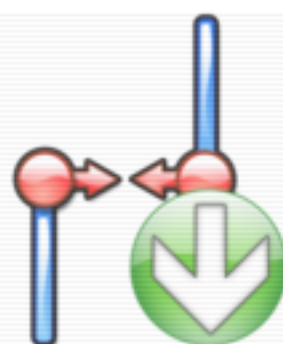
connect\_points\_close



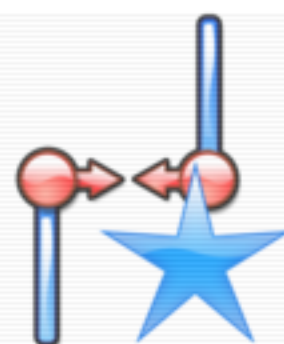
connect\_points\_config



connect\_points\_delete



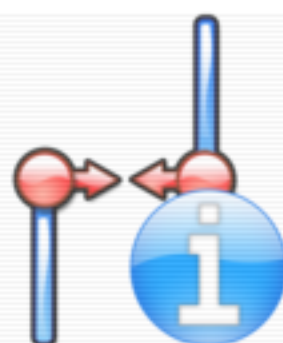
connect\_points\_down



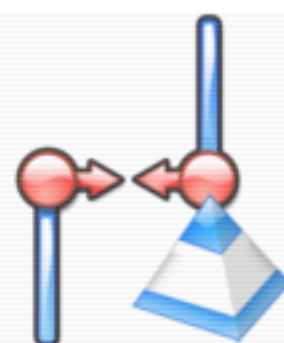
connect\_points\_fav



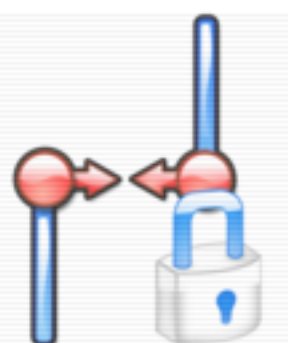
connect\_points\_help



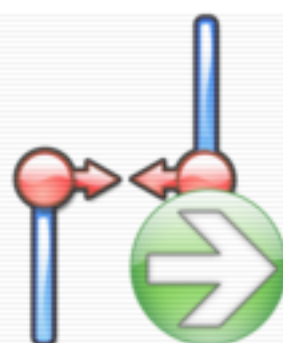
connect\_points\_info



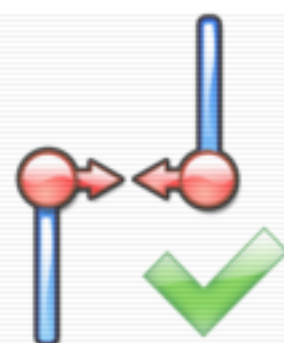
connect\_points\_level



connect\_points\_lock

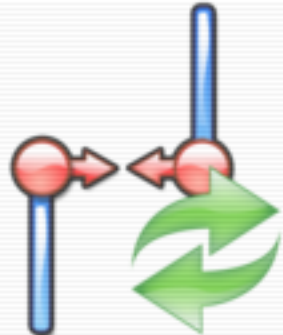


connect\_points\_next

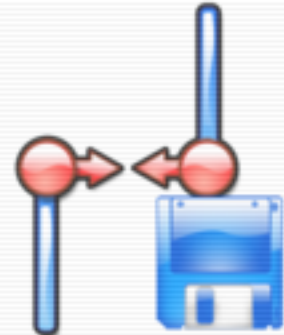


connect\_points\_ok

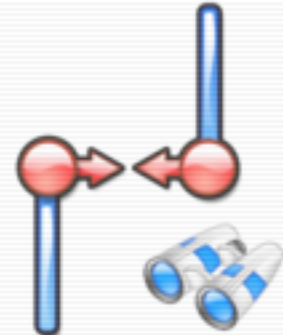




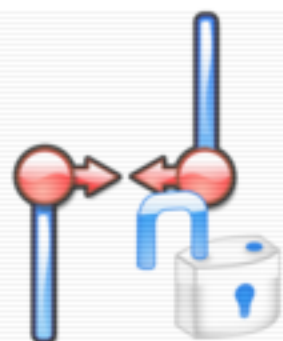
connect\_points\_refresh



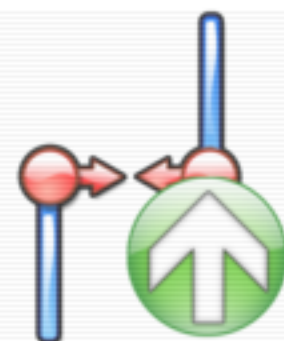
connect\_points\_save



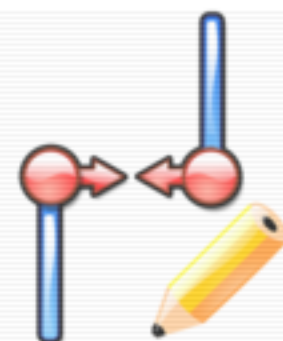
connect\_points\_search



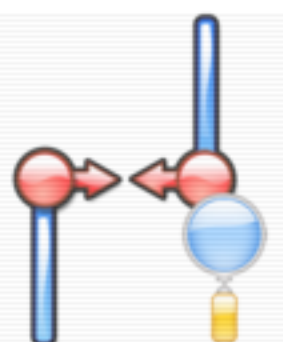
connect\_points\_unlock



connect\_points\_up



connect\_points\_write



connect\_points\_zoom



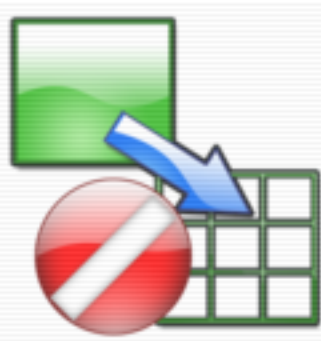
convert\_to\_mesh



convert\_to\_mesh\_add



convert\_to\_mesh\_back



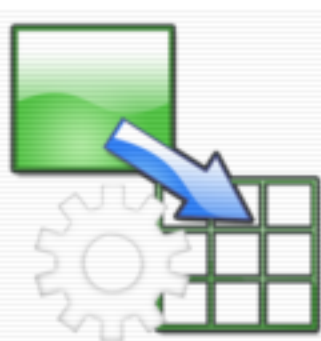
convert\_to\_mesh\_cancel



convert\_to\_mesh\_clock



convert\_to\_mesh\_close



convert\_to\_mesh\_config



convert\_to\_mesh\_delete





convert\_to\_mesh\_down

convert\_to\_mesh\_fav

convert\_to\_mesh\_help



convert\_to\_mesh\_info

convert\_to\_mesh\_level

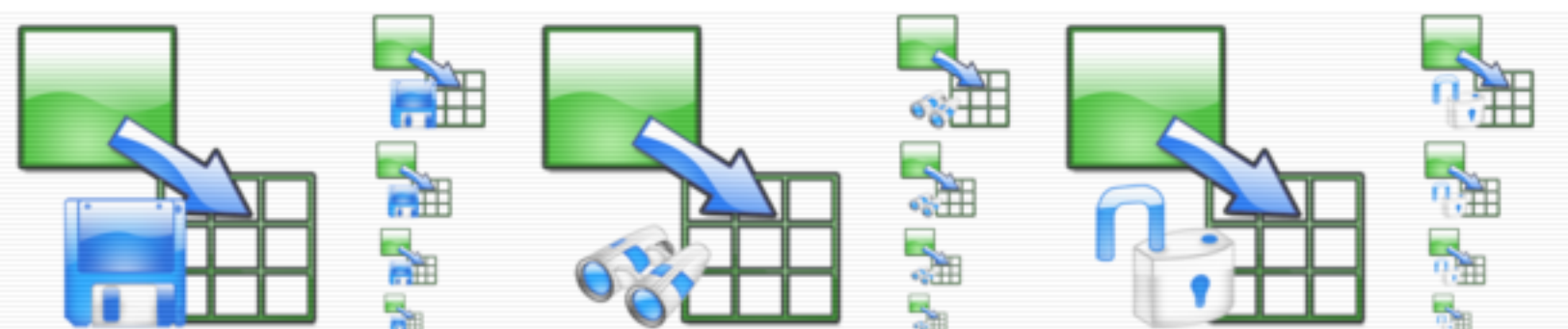
convert\_to\_mesh\_lock



convert\_to\_mesh\_next

convert\_to\_mesh\_ok

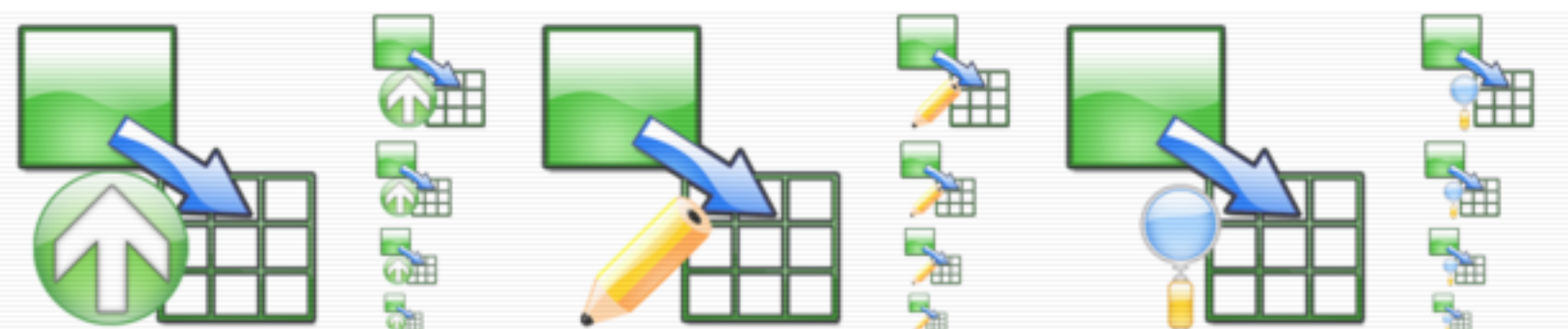
convert\_to\_mesh\_refresh



convert\_to\_mesh\_save

convert\_to\_mesh\_search

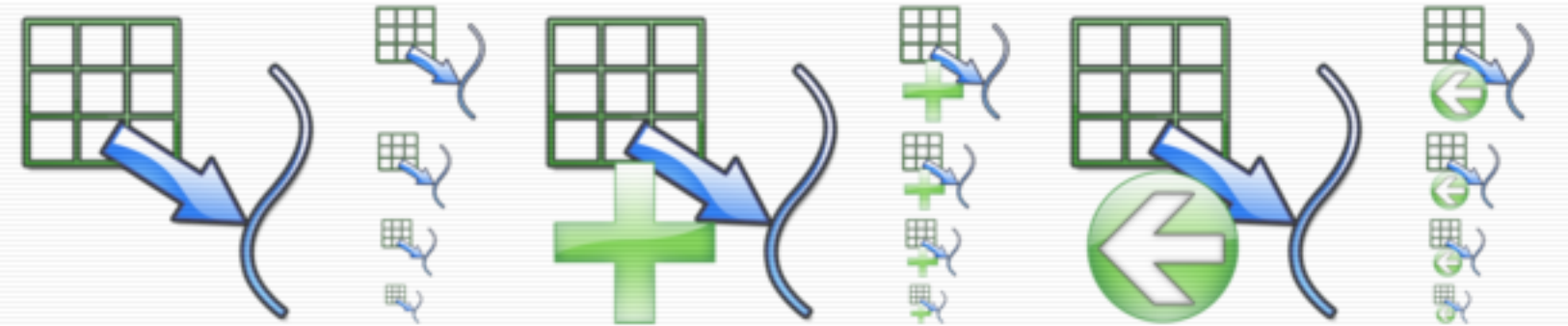
convert\_to\_mesh\_unlock



convert\_to\_mesh\_up

convert\_to\_mesh\_write

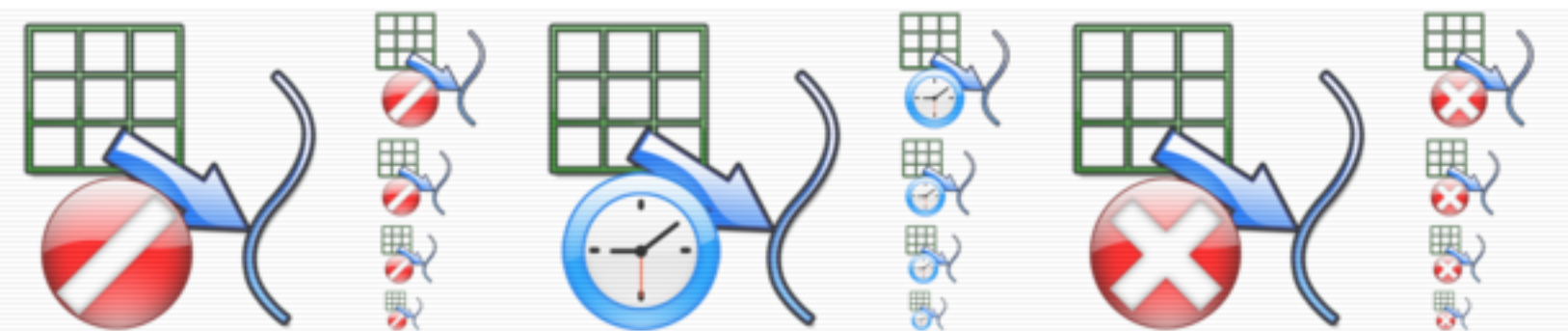
convert\_to\_mesh\_zoom



convert\_to\_spline

convert\_to\_spline\_add

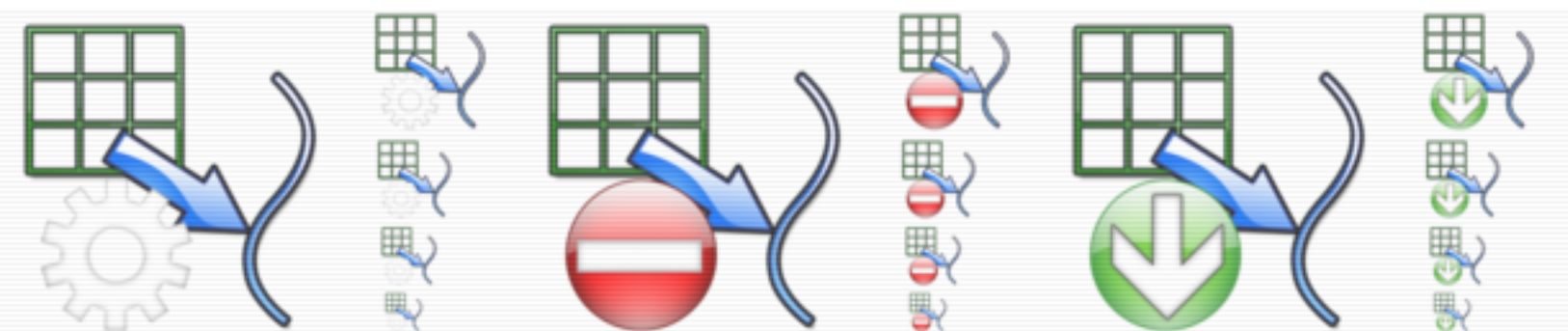
convert\_to\_spline\_back



convert\_to\_spline\_cancel

convert\_to\_spline\_clock

convert\_to\_spline\_close



convert\_to\_spline\_config

convert\_to\_spline\_delete

convert\_to\_spline\_down



convert\_to\_spline\_fav

convert\_to\_spline\_help

convert\_to\_spline\_info



convert\_to\_spline\_level

convert\_to\_spline\_lock

convert\_to\_spline\_next



convert\_to\_spline\_ok

convert\_to\_spline\_refresh

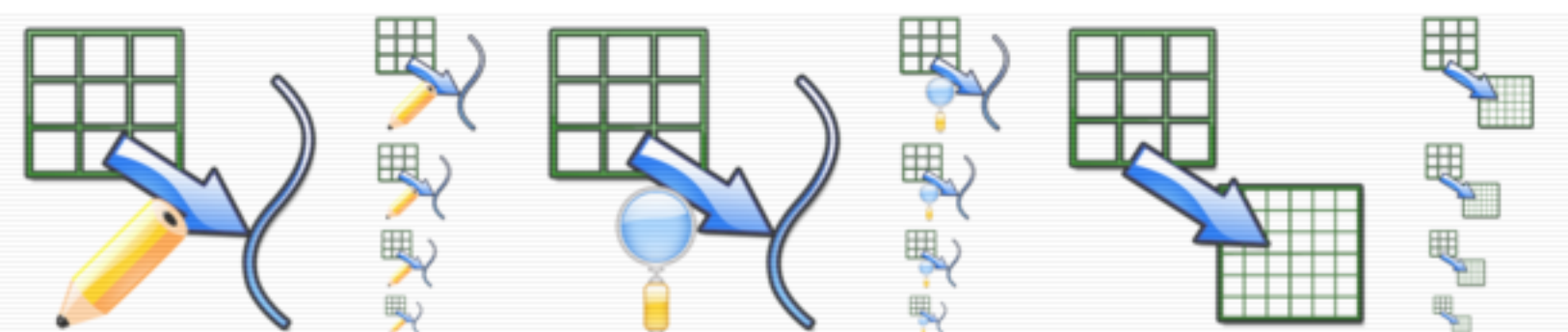
convert\_to\_spline\_save



convert\_to\_spline\_search

convert\_to\_spline\_unlock

convert\_to\_spline\_up



convert\_to\_spline\_write

convert\_to\_spline\_zoom

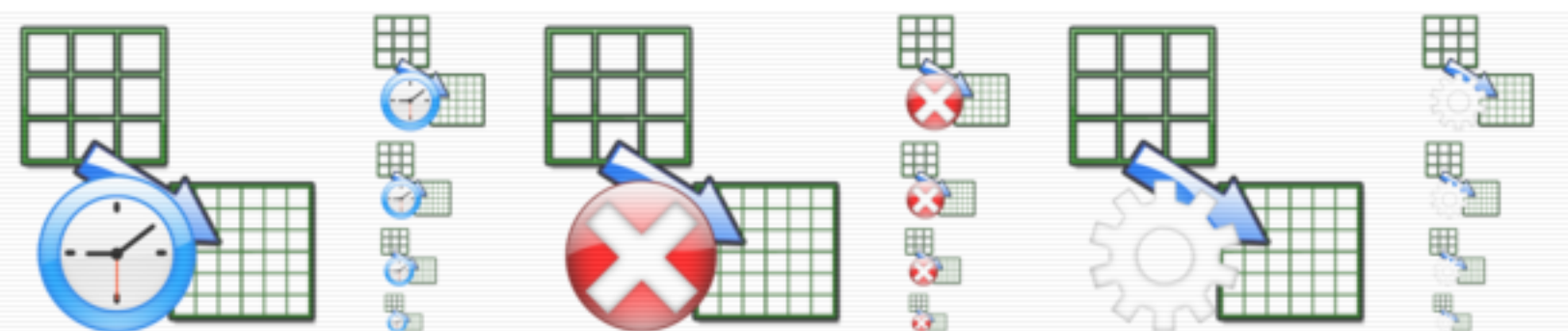
convert\_to\_subdivide



convert\_to\_subdivide\_add

convert\_to\_subdivide\_back

convert\_to\_subdivide\_cancel



convert\_to\_subdivide\_clock

convert\_to\_subdivide\_close

convert\_to\_subdivide\_config





convert\_to\_subdivide\_delete

convert\_to\_subdivide\_down

convert\_to\_subdivide\_fav



convert\_to\_subdivide\_help

convert\_to\_subdivide\_info

convert\_to\_subdivide\_level



convert\_to\_subdivide\_lock

convert\_to\_subdivide\_next

convert\_to\_subdivide\_ok



convert\_to\_subdivide\_refresh

convert\_to\_subdivide\_save

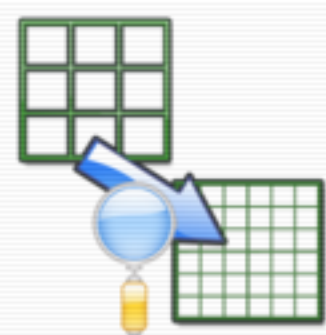
convert\_to\_subdivide\_search



convert\_to\_subdivide\_unlock

convert\_to\_subdivide\_up

convert\_to\_subdivide\_write



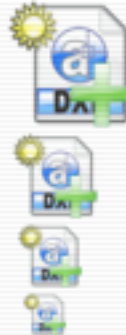
convert\_to\_subdivide\_zoom



creating\_dxf\_file



creating\_dxf\_file\_add



creating\_dxf\_file\_back



creating\_dxf\_file\_cancel



creating\_dxf\_file\_clock



creating\_dxf\_file\_close



creating\_dxf\_file\_config



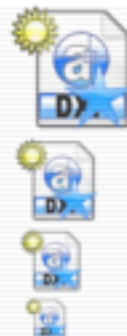
creating\_dxf\_file\_delete



creating\_dxf\_file\_down



creating\_dxf\_file\_fav



creating\_dxf\_file\_help



creating\_dxf\_file\_info



creating\_dxf\_file\_level



creating\_dxf\_file\_lock





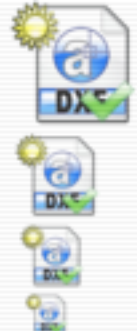
creating\_dxf\_file\_next



creating\_dxf\_file\_ok



creating\_dxf\_file\_refresh



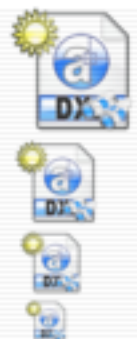
creating\_dxf\_file\_save



creating\_dxf\_file\_search



creating\_dxf\_file\_unlock



creating\_dxf\_file\_up



creating\_dxf\_file\_write



creating\_dxf\_file\_zoom



cube



cube\_add



cube\_back



cube\_cancel



cube\_clock

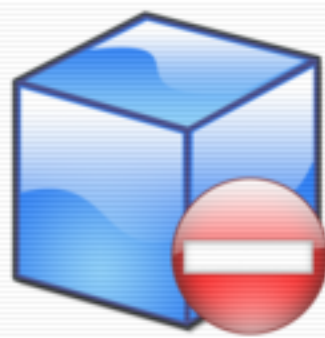


cube\_close





cube\_config



cube\_delete



cube\_down



cube\_fav



cube\_help



cube\_info



cube\_level



cube\_lock



cube\_next



cube\_ok



cube\_refresh



cube\_save



cube\_search



cube\_unlock



cube\_up





cube\_write



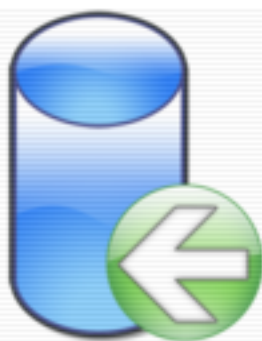
cube\_zoom



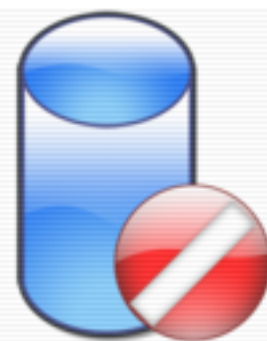
cylinder



cylinder\_add



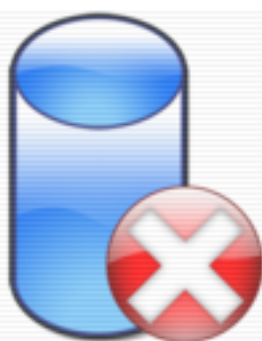
cylinder\_back



cylinder\_cancel



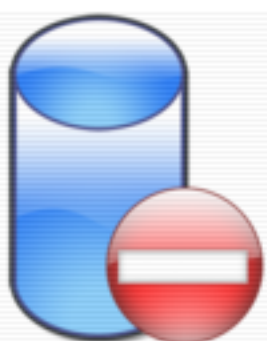
cylinder\_clock



cylinder\_close



cylinder\_config



cylinder\_delete



cylinder\_down



cylinder\_fav



cylinder\_help



cylinder\_info



cylinder\_level



cylinder\_lock



cylinder\_next



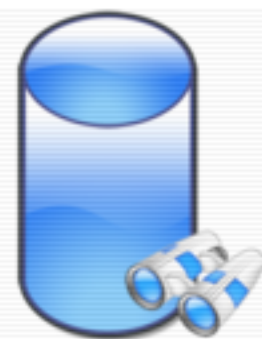
cylinder\_ok



cylinder\_refresh



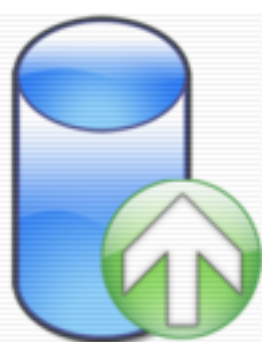
cylinder\_save



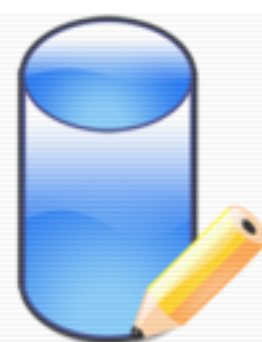
cylinder\_search



cylinder\_unlock



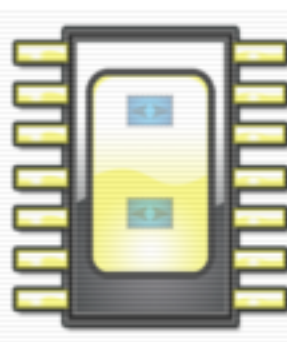
cylinder\_up



cylinder\_write



cylinder\_zoom



dasp



dasp\_add



dasp\_back



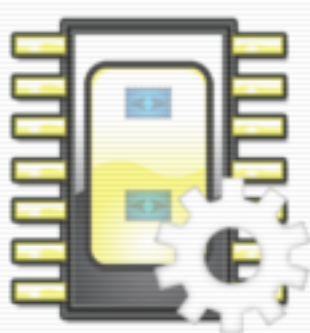
dasp\_cancel



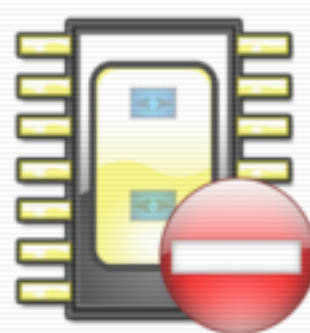
dasp\_clock



dasp\_close



dasp\_config



dasp\_delete



dasp\_down



dasp\_fav



dasp\_help



dasp\_info



dasp\_level



dasp\_lock



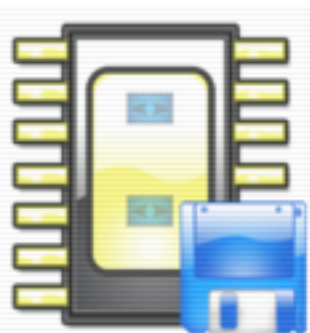
dasp\_next



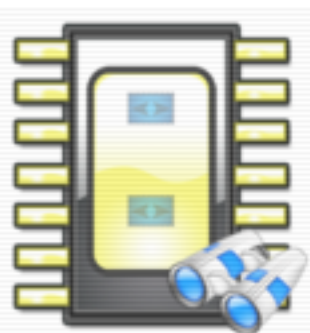
dasp\_ok



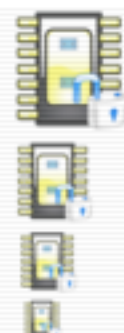
dasp\_refresh



dasp\_save



dasp\_search



dasp\_unlock



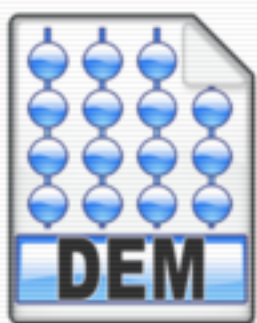
dasp\_up



dasp\_write



dasp\_zoom



dem



dem\_add



dem\_back



dem\_cancel



dem\_clock



dem\_close



dem\_config



dem\_delete



dem\_down



dem\_fav



dem\_help



dem\_info





dem\_level



dem\_lock



dem\_next



dem\_ok



dem\_refresh



dem\_save



dem\_search



dem\_unlock



dem\_up



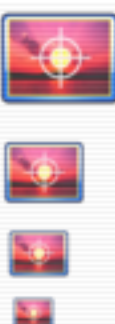
dem\_write



dem\_zoom



depth\_of\_filed



depth\_of\_filed\_add

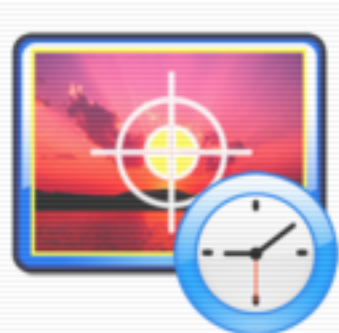


depth\_of\_filed\_back

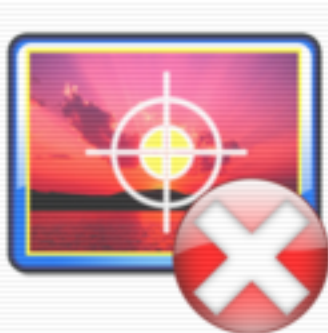
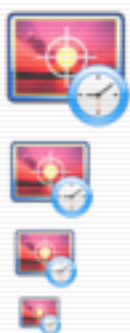


depth\_of\_filed\_cancel





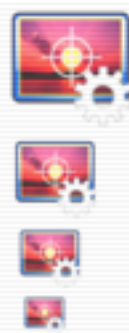
depth\_of\_filed\_clock



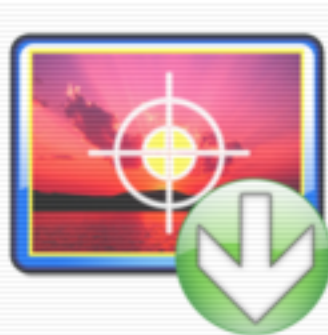
depth\_of\_filed\_close



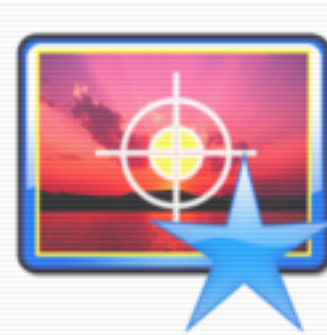
depth\_of\_filed\_config



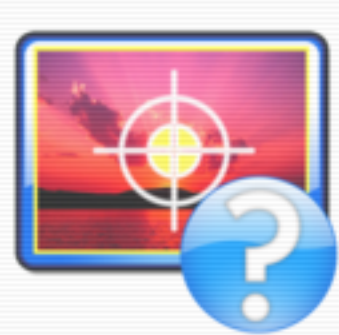
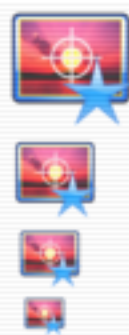
depth\_of\_filed\_delete



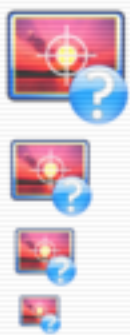
depth\_of\_filed\_down



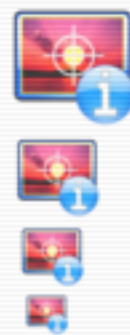
depth\_of\_filed\_fav



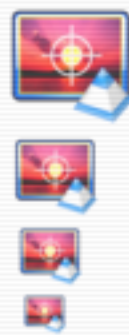
depth\_of\_filed\_help



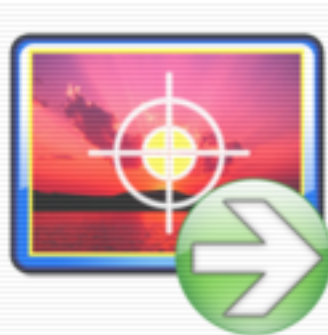
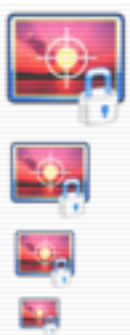
depth\_of\_filed\_info



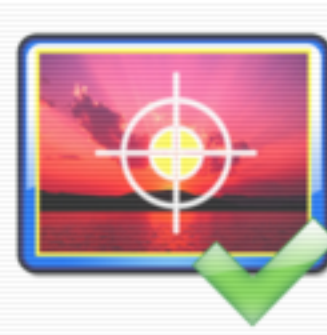
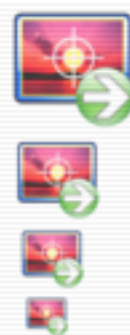
depth\_of\_filed\_level



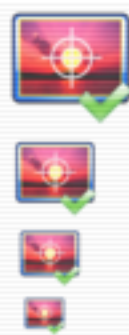
depth\_of\_filed\_lock



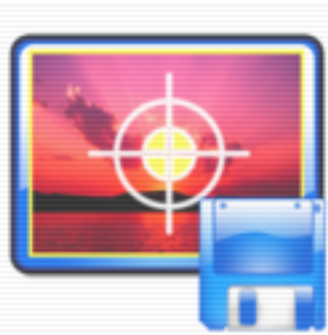
depth\_of\_filed\_next



depth\_of\_filed\_ok



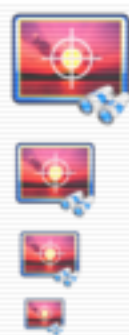
depth\_of\_filed\_refresh

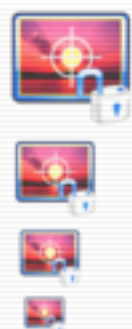


depth\_of\_filed\_save

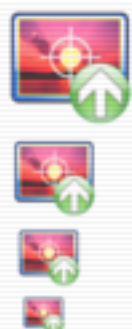
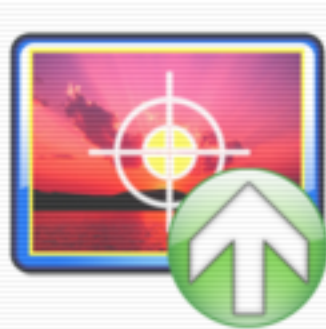


depth\_of\_filed\_search

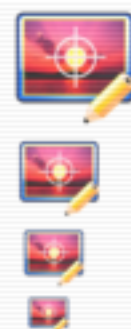




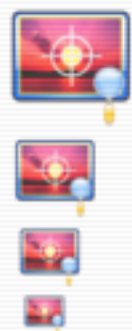
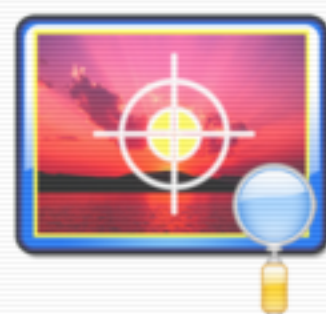
depth\_of\_file\_unlock



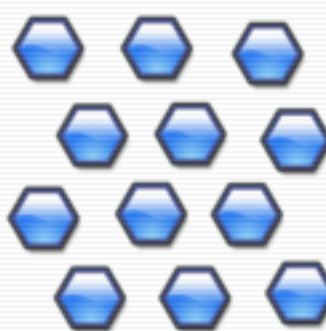
depth\_of\_file\_up



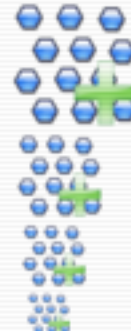
depth\_of\_file\_write



depth\_of\_file\_zoom



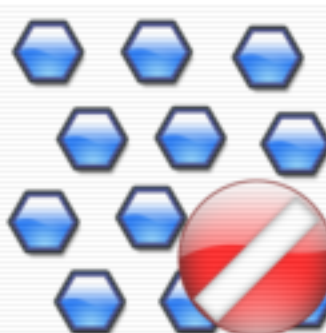
diffuse



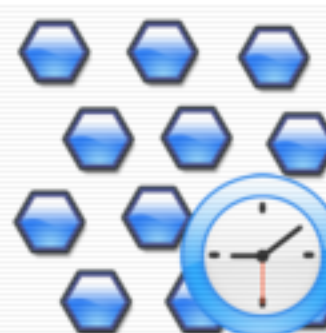
diffuse\_add



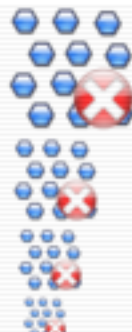
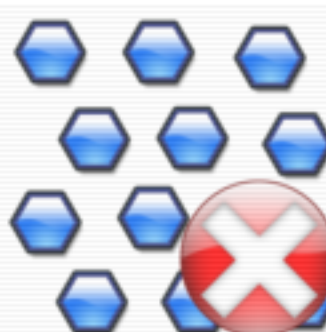
diffuse\_back



diffuse\_cancel



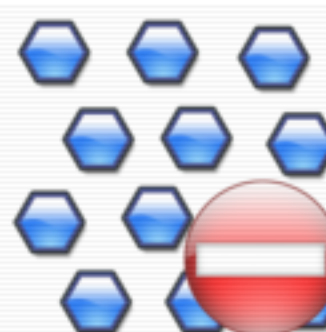
diffuse\_clock



diffuse\_close



diffuse\_config



diffuse\_delete



diffuse\_down



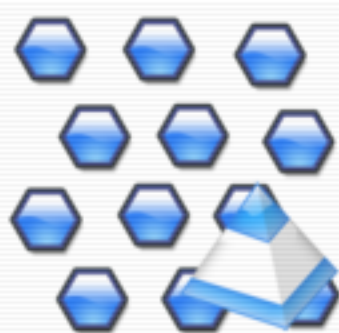
diffuse\_fav



diffuse\_help



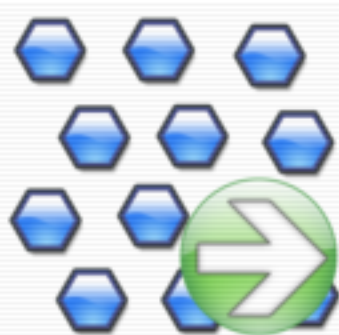
diffuse\_info



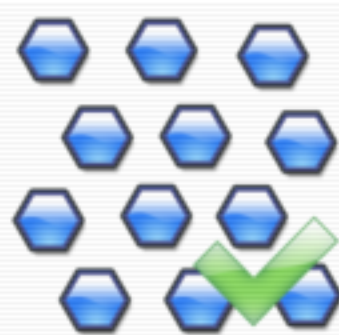
diffuse\_level



diffuse\_lock



diffuse\_next



diffuse\_ok



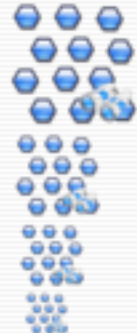
diffuse\_refresh



diffuse\_save



diffuse\_search



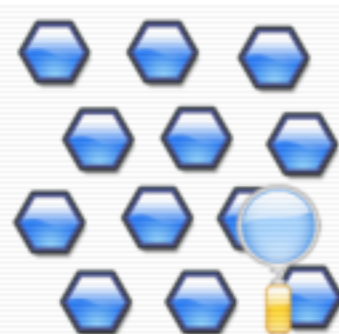
diffuse\_unlock



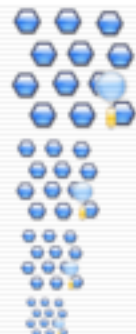
diffuse\_up



diffuse\_write



diffuse\_zoom



direct3d



direct3d\_add



direct3d\_back







direct3d\_cancel

direct3d\_clock

direct3d\_close



direct3d\_config

direct3d\_delete

direct3d\_down



direct3d\_fav

direct3d\_help

direct3d\_info



direct3d\_level

direct3d\_lock

direct3d\_next



direct3d\_ok

direct3d\_refresh

direct3d\_save



direct3d\_search

direct3d\_unlock

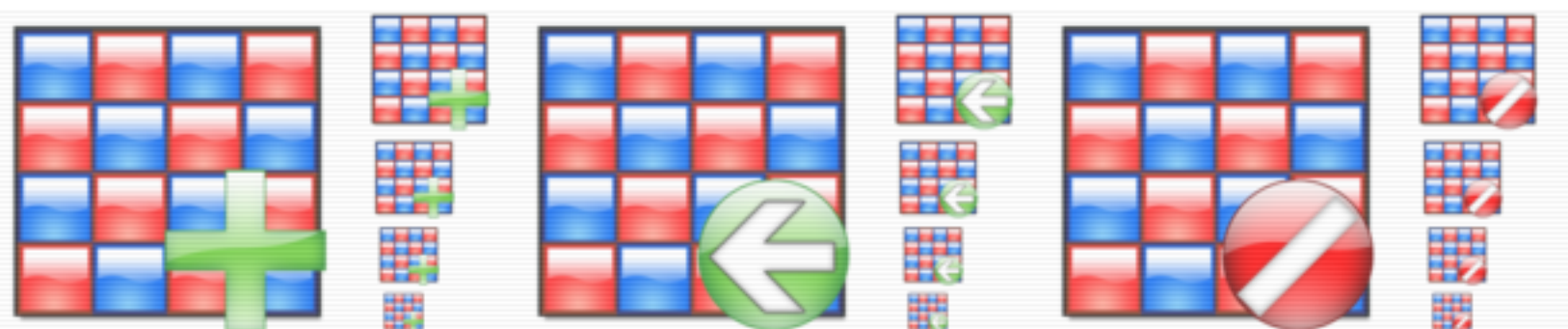
direct3d\_up



direct3d\_write

direct3d\_zoom

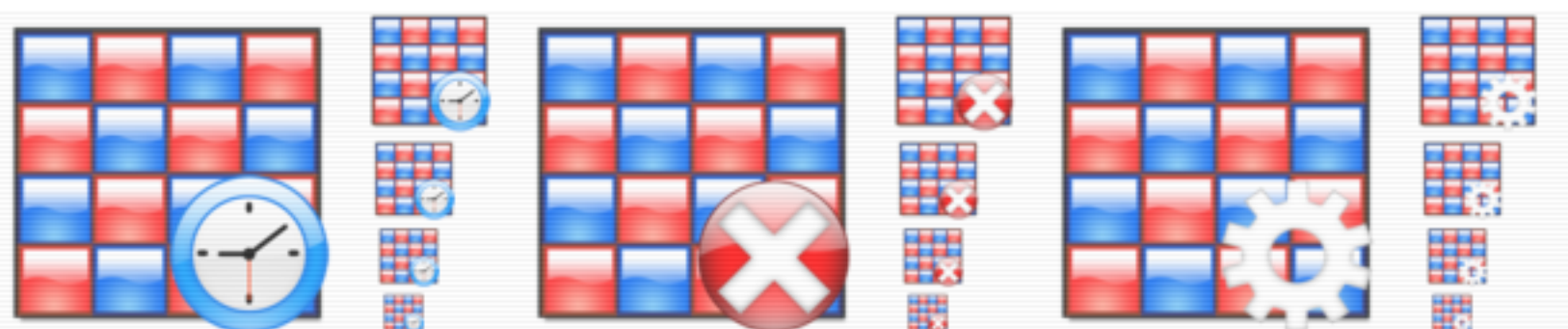
dithering



dithering\_add

dithering\_back

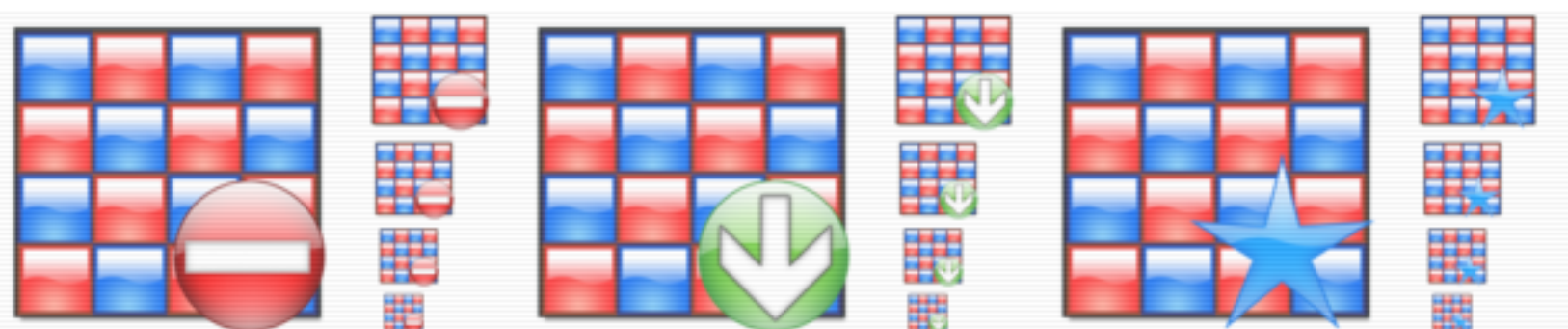
dithering\_cancel



dithering\_clock

dithering\_close

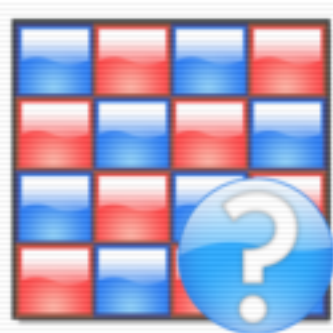
dithering\_config



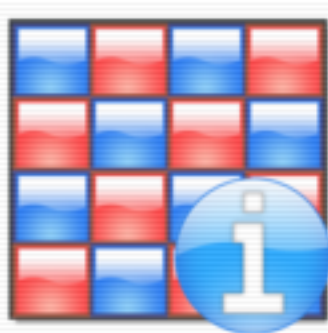
dithering\_delete

dithering\_down

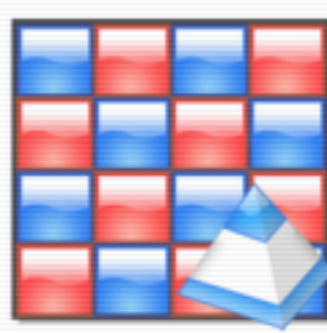
dithering\_fav



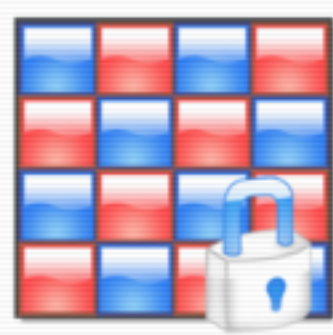
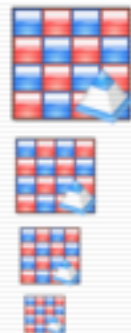
dithering\_help



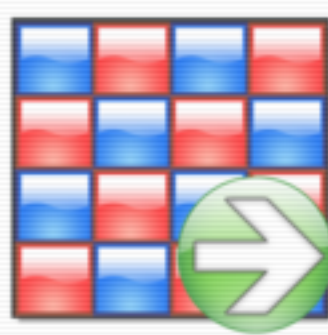
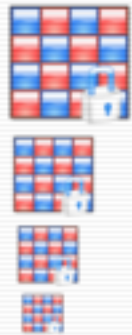
dithering\_info



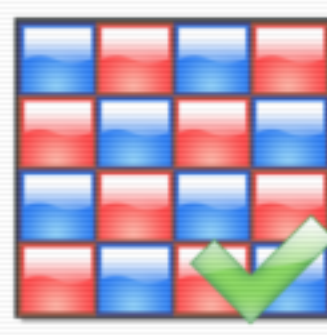
dithering\_level



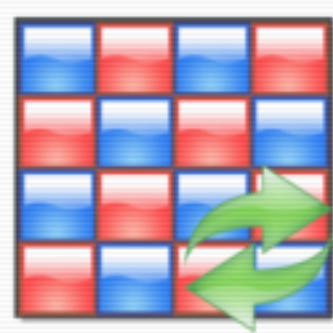
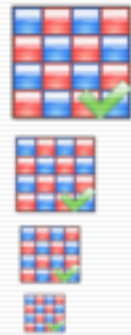
dithering\_lock



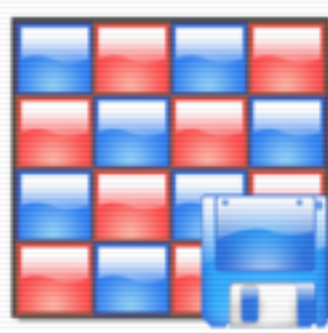
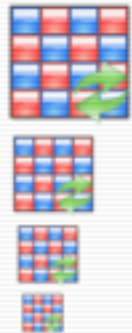
dithering\_next



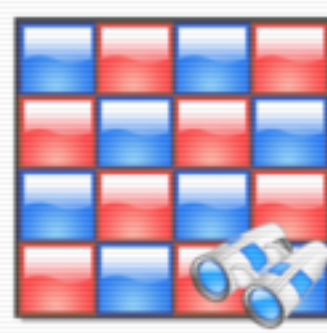
dithering\_ok



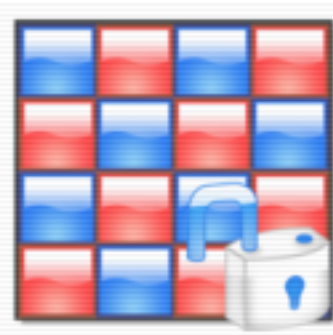
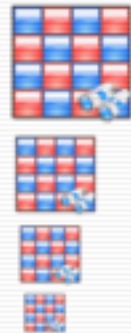
dithering\_refresh



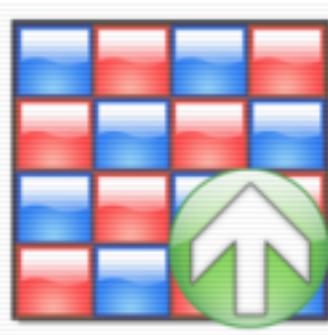
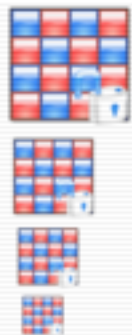
dithering\_save



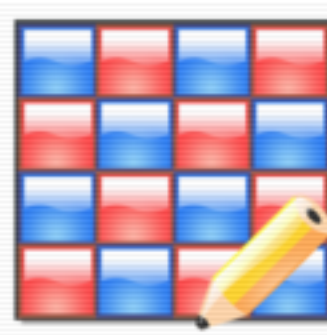
dithering\_search



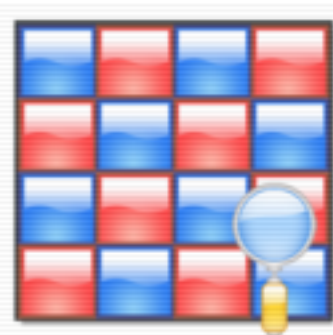
dithering\_unlock



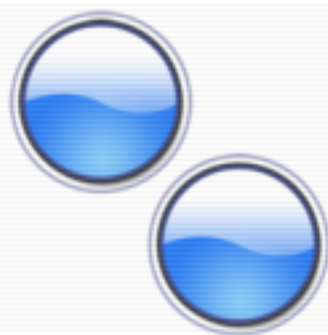
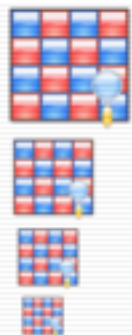
dithering\_up



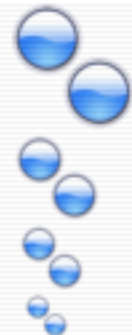
dithering\_write



dithering\_zoom



duplicate



duplicate\_add





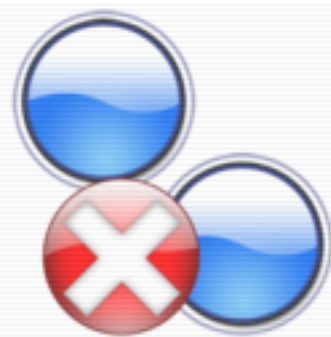
duplicate\_back



duplicate\_cancel



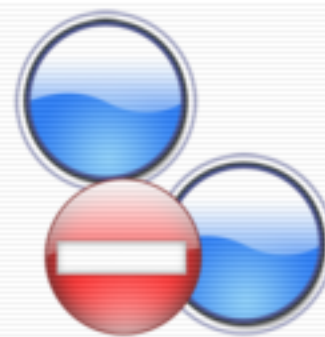
duplicate\_clock



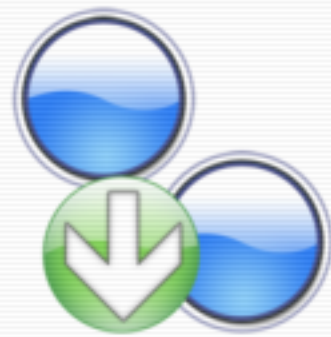
duplicate\_close



duplicate\_config



duplicate\_delete



duplicate\_down



duplicate\_fav



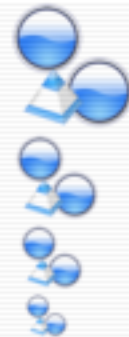
duplicate\_help



duplicate\_info



duplicate\_level



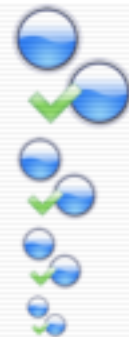
duplicate\_lock



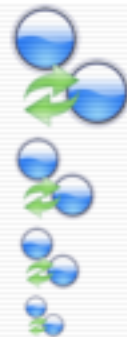
duplicate\_next



duplicate\_ok



duplicate\_refresh







duplicate\_save



duplicate\_search



duplicate\_unlock



duplicate\_up



duplicate\_write



duplicate\_zoom



dx



dx



dx



dx



dx



dx



dx



dx

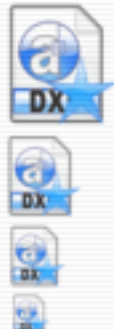


dx





dxf\_fav



dxf\_help



dxf\_info



dxf\_level



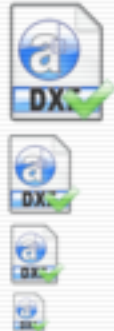
dxf\_lock



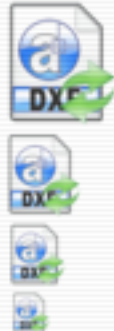
dxf\_next



dxf\_ok



dxf\_refresh



dxf\_release\_10



dxf\_release\_10\_add



dxf\_release\_10\_back



dxf\_release\_10\_cancel



dxf\_release\_10\_clock



dxf\_release\_10\_close



dxf\_release\_10\_config





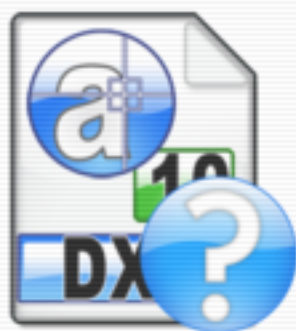
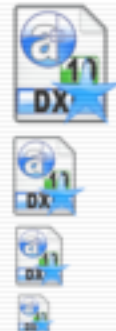
dxf\_release\_10\_delete



dxf\_release\_10\_down



dxf\_release\_10\_fav



dxf\_release\_10\_help



dxf\_release\_10\_info



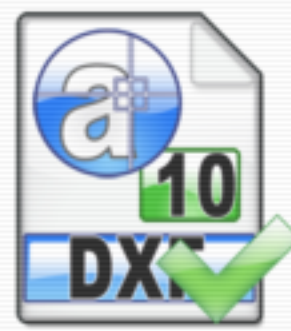
dxf\_release\_10\_level



dxf\_release\_10\_lock



dxf\_release\_10\_next



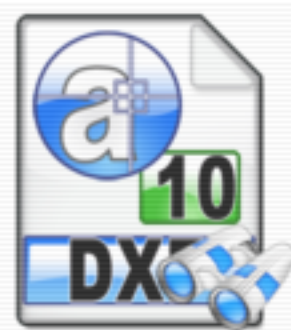
dxf\_release\_10\_ok



dxf\_release\_10\_refresh



dxf\_release\_10\_save



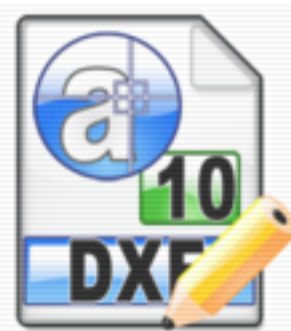
dxf\_release\_10\_search



dxf\_release\_10\_unlock



dxf\_release\_10\_up



dxf\_release\_10\_write





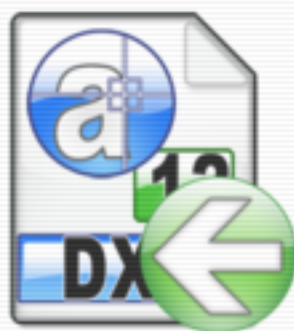
dxf\_release\_10\_zoom



dxf\_release\_12



dxf\_release\_12\_add



dxf\_release\_12\_back



dxf\_release\_12\_cancel



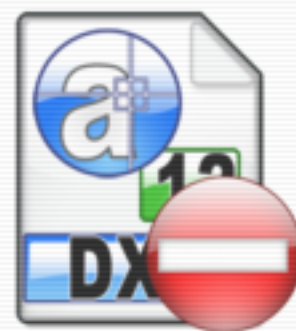
dxf\_release\_12\_clock



dxf\_release\_12\_close



dxf\_release\_12\_config



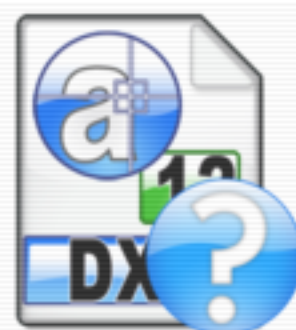
dxf\_release\_12\_delete



dxf\_release\_12\_down



dxf\_release\_12\_fav



dxf\_release\_12\_help



dxf\_release\_12\_info



dxf\_release\_12\_level



dxf\_release\_12\_lock







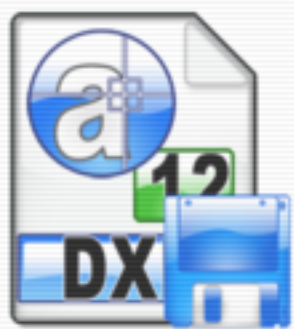
dxf\_release\_12\_next



dxf\_release\_12\_ok



dxf\_release\_12\_refresh



dxf\_release\_12\_save



dxf\_release\_12\_search



dxf\_release\_12\_unlock



dxf\_release\_12\_up



dxf\_release\_12\_write



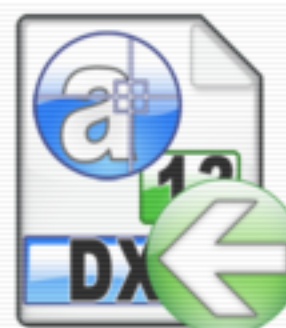
dxf\_release\_12\_zoom



dxf\_release\_13



dxf\_release\_13\_add



dxf\_release\_13\_back



dxf\_release\_13\_cancel



dxf\_release\_13\_clock



dxf\_release\_13\_close





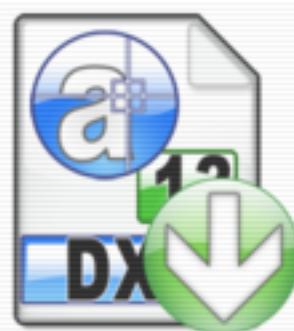
dxf\_release\_13\_config



dxf\_release\_13\_delete



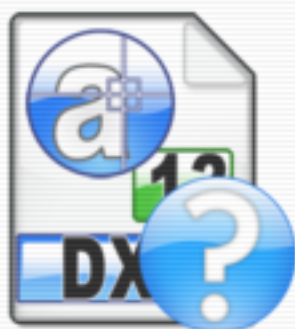
dxf\_release\_13\_down



dxf\_release\_13\_fav



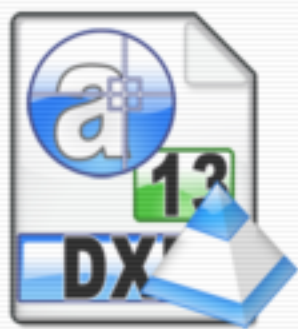
dxf\_release\_13\_help



dxf\_release\_13\_info



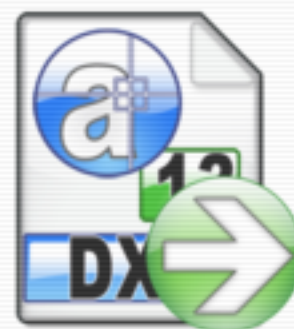
dxf\_release\_13\_level



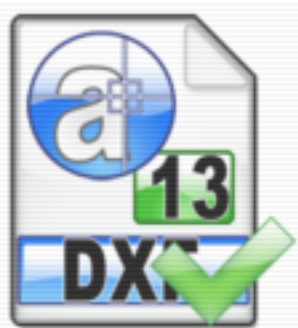
dxf\_release\_13\_lock



dxf\_release\_13\_next



dxf\_release\_13\_ok



dxf\_release\_13\_refresh



dxf\_release\_13\_save



dxf\_release\_13\_search



dxf\_release\_13\_unlock



dxf\_release\_13\_up





dxf\_release\_13\_write



dxf\_release\_13\_zoom



dxf\_save



dxf\_search



dxf\_unlock



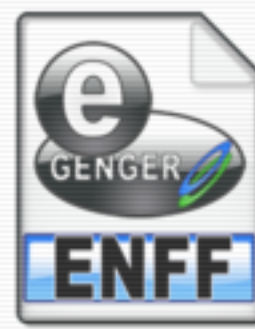
dxf\_up



dxf\_write



dxf\_zoom



enff



enff\_add



enff\_back



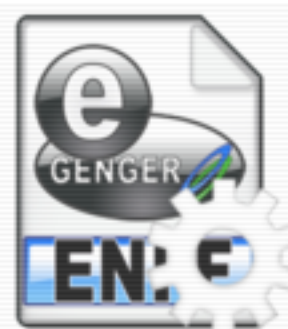
enff\_cancel



enff\_clock



enff\_close



enff\_config





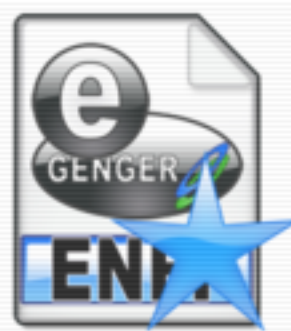
enff\_delete



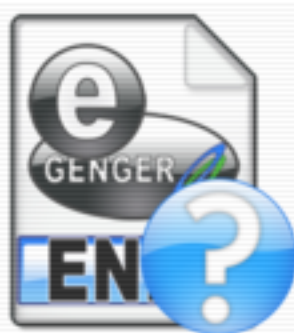
enff\_down



enff\_fav



enff\_help



enff\_info



enff\_level



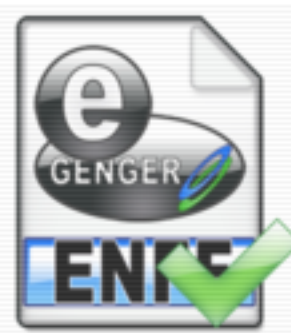
enff\_lock



enff\_next



enff\_ok



enff\_refresh



enff\_save



enff\_search



enff\_unlock



enff\_up



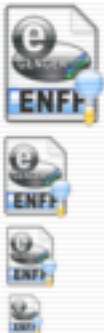
enff\_write







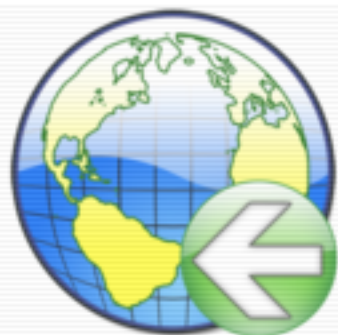
enff\_zoom



enviromental\_map



enviromental\_map\_add



enviromental\_map\_back



enviromental\_map\_cancel



enviromental\_map\_clock



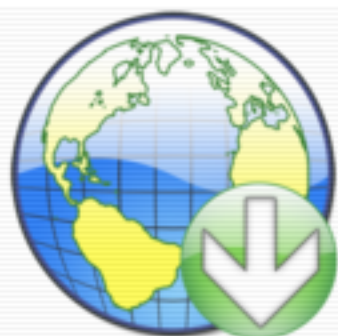
enviromental\_map\_close



enviromental\_map\_config



enviromental\_map\_delete



enviromental\_map\_down



enviromental\_map\_fav



enviromental\_map\_help



enviromental\_map\_info



enviromental\_map\_level



enviromental\_map\_lock





enviromental\_map\_next



enviromental\_map\_ok



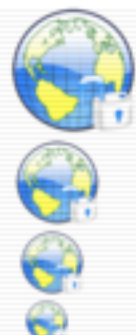
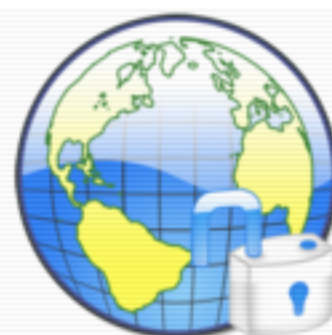
enviromental\_map\_refresh



enviromental\_map\_save



enviromental\_map\_search



enviromental\_map\_unlock



enviromental\_map\_up



enviromental\_map\_write



enviromental\_map\_zoom



extrusion



extrusion\_add



extrusion\_back



extrusion\_cancel



extrusion\_clock



extrusion\_close



extrusion\_config



extrusion\_delete



extrusion\_down



extrusion\_fav



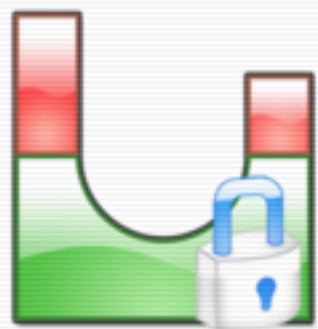
extrusion\_help



extrusion\_info



extrusion\_level



extrusion\_lock



extrusion\_next



extrusion\_ok



extrusion\_refresh



extrusion\_save



extrusion\_search



extrusion\_unlock



extrusion\_up



extrusion\_write



extrusion\_zoom



fig



fig\_add



fig\_back



fig\_cancel



fig\_clock



fig\_close



fig\_config



fig\_delete



fig\_down



fig\_fav



fig\_help



fig\_info



fig\_level





fig\_lock



fig\_next



fig\_ok



fig\_refresh



fig\_save



fig\_search



fig\_unlock



fig\_up



fig\_write



fig\_zoom



figure



figure\_add



figure\_back



figure\_cancel



figure\_clock

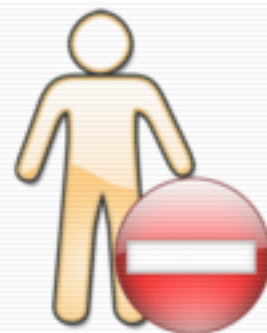




figure\_close



figure\_config



figure\_delete



figure\_down



figure\_fav



figure\_help



figure\_info



figure\_level



figure\_lock



figure\_next



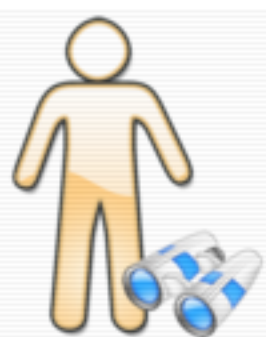
figure\_ok



figure\_refresh



figure\_save



figure\_search



figure\_unlock



figure\_up



figure\_write



figure\_zoom



fill\_holes



fill\_holes\_add



fill\_holes\_back



fill\_holes\_cancel



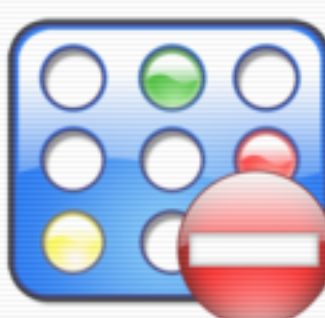
fill\_holes\_clock



fill\_holes\_close



fill\_holes\_config



fill\_holes\_delete



fill\_holes\_down



fill\_holes\_fav



fill\_holes\_help



fill\_holes\_info



fill\_holes\_level



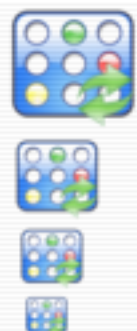
fill\_holes\_lock



fill\_holes\_next



fill\_holes\_ok



fill\_holes\_refresh



fill\_holes\_save



fill\_holes\_search



fill\_holes\_unlock



fill\_holes\_up



fill\_holes\_write



fill\_holes\_zoom



flatten



flatten\_add



flatten\_back



flatten\_cancel





flatten\_clock



flatten\_close



flatten\_config



flatten\_delete



flatten\_down



flatten\_fav



flatten\_help



flatten\_info



flatten\_level



flatten\_lock



flatten\_next



flatten\_ok



flatten\_refresh



flatten\_save



flatten\_search



flatten\_unlock



flatten\_up



flatten\_write



flatten\_zoom



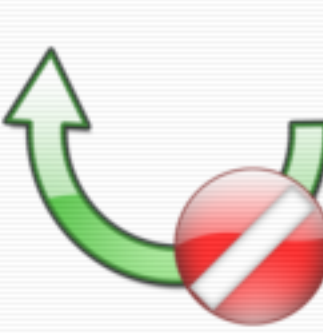
flip



flip\_add



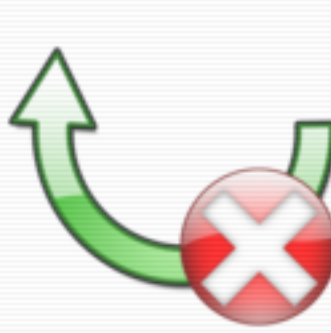
flip\_back



flip\_cancel



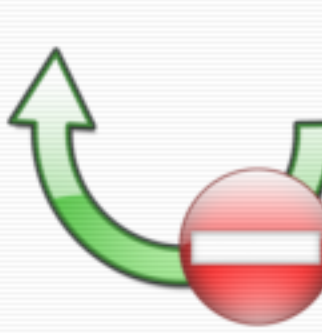
flip\_clock



flip\_close



flip\_config



flip\_delete



flip\_down



flip\_fav



flip\_help

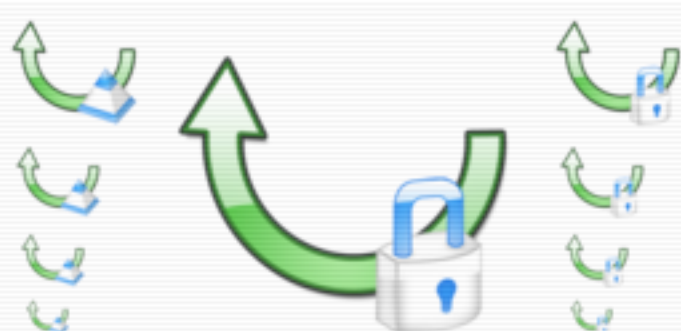




flip\_info



flip\_level



flip\_lock



flip\_next



flip\_ok



flip\_refresh



flip\_save



flip\_search



flip\_unlock



flip\_up



flip\_write



flip\_x



flip\_x\_add



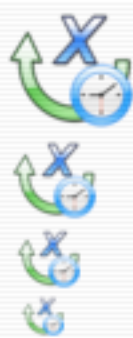
flip\_x\_back



flip\_x\_cancel



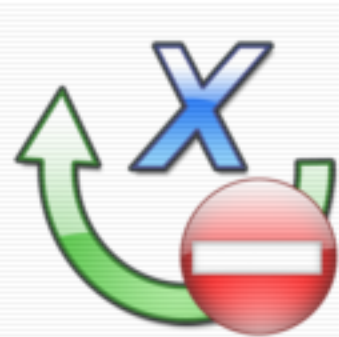
flip\_x\_clock



flip\_x\_close



flip\_x\_config



flip\_x\_delete



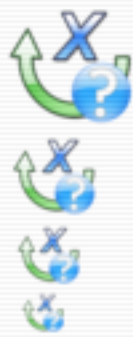
flip\_x\_down



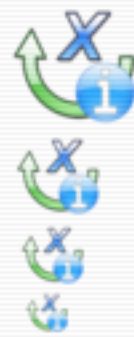
flip\_x\_fav



flip\_x\_help



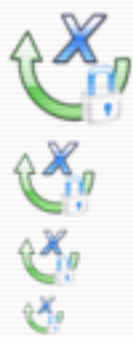
flip\_x\_info



flip\_x\_level



flip\_x\_lock



flip\_x\_next



flip\_x\_ok



flip\_x\_refresh



flip\_x\_save



flip\_x\_search







flip\_x\_unlock

flip\_x\_up

flip\_x\_write



flip\_x\_zoom

flip\_y

flip\_y\_add



flip\_y\_back

flip\_y\_cancel

flip\_y\_clock



flip\_y\_close

flip\_y\_config

flip\_y\_delete



flip\_y\_down

flip\_y\_fav

flip\_y\_help



flip\_y\_info



flip\_y\_level



flip\_y\_lock



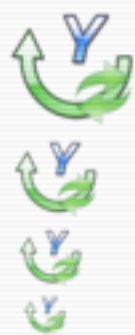
flip\_y\_next



flip\_y\_ok



flip\_y\_refresh



flip\_y\_save



flip\_y\_search



flip\_y\_unlock



flip\_y\_up



flip\_y\_write



flip\_y\_zoom



flip\_z



flip\_z\_add



flip\_z\_back





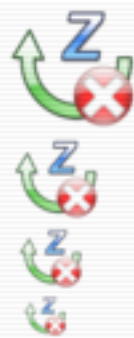
flip\_z\_cancel



flip\_z\_clock



flip\_z\_close



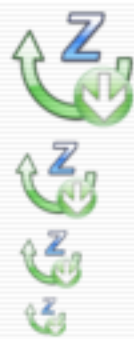
flip\_z\_config



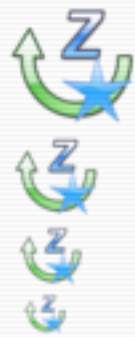
flip\_z\_delete



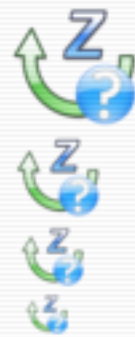
flip\_z\_down



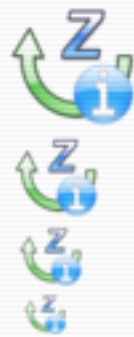
flip\_z\_fav



flip\_z\_help



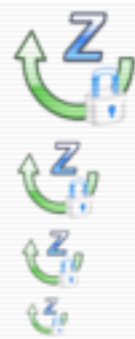
flip\_z\_info



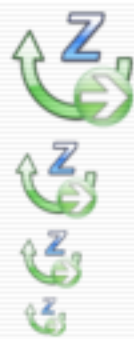
flip\_z\_level



flip\_z\_lock



flip\_z\_next



flip\_z\_ok



flip\_z\_refresh



flip\_z\_save





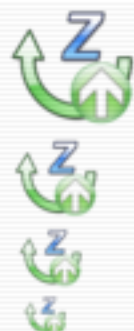
flip\_z\_search



flip\_z\_unlock



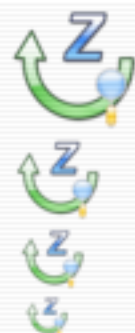
flip\_z\_up



flip\_z\_write



flip\_z\_zoom



flip\_zoom



flt



flt\_add



flt\_back



flt\_cancel



flt\_clock



flt\_close



flt\_config



flt\_delete



flt\_down







flt\_fav



flt\_help



flt\_info



flt\_level



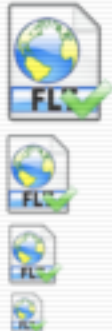
flt\_lock



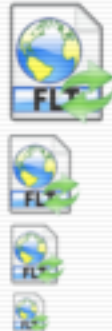
flt\_next



flt\_ok



flt\_refresh



flt\_save



flt\_search



flt\_unlock



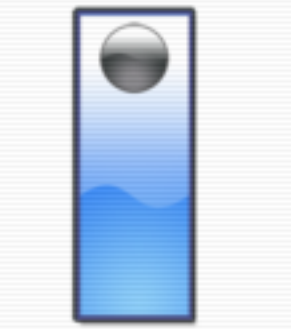
flt\_up



flt\_write



flt\_zoom



frame

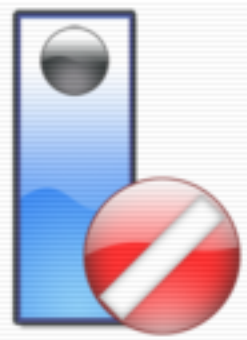




frame\_add



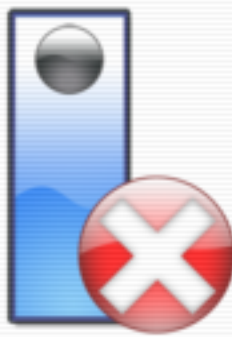
frame\_back



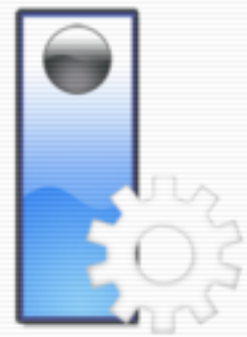
frame\_cancel



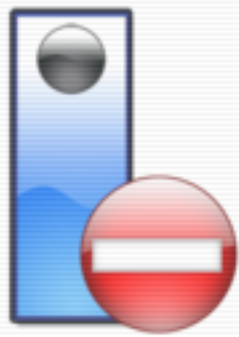
frame\_clock



frame\_close



frame\_config



frame\_delete



frame\_down



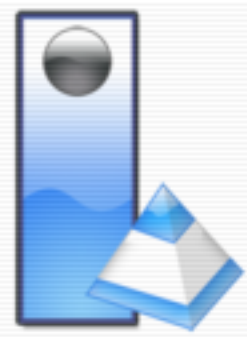
frame\_fav



frame\_help



frame\_info



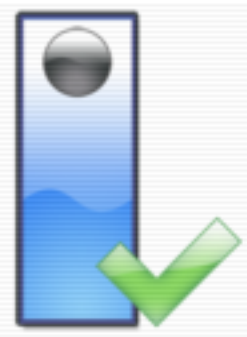
frame\_level



frame\_lock



frame\_next

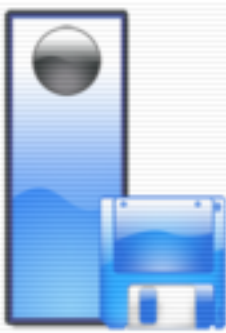


frame\_ok





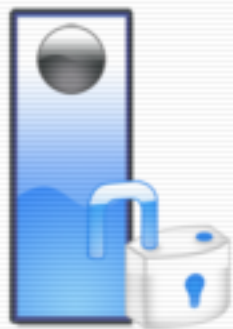
frame\_refresh



frame\_save



frame\_search



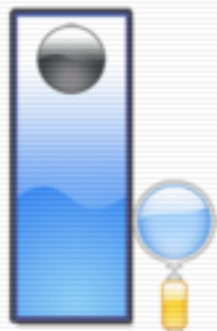
frame\_unlock



frame\_up



frame\_write



frame\_zoom



gear



gear\_add



gear\_back



gear\_cancel



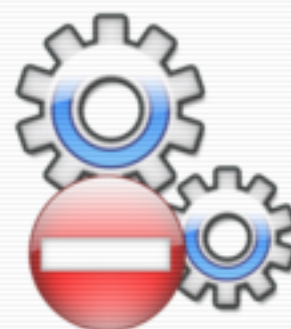
gear\_clock



gear\_close



gear\_config



gear\_delete



gear\_down



gear\_fav



gear\_help



gear\_info



gear\_level



gear\_lock



gear\_next



gear\_ok



gear\_refresh



gear\_save



gear\_search



gear\_unlock



gear\_up



gear\_write



gear\_zoom



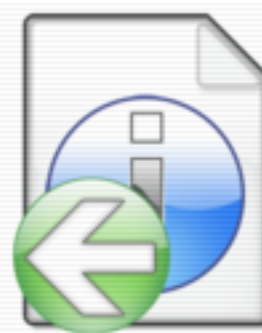




glc



glc\_add



glc\_back



glc\_cancel



glc\_clock



glc\_close



glc\_config



glc\_delete



glc\_down



glc\_fav



glc\_help



glc\_info



glc\_level



glc\_lock



glc\_next





glc\_ok



glc\_refresh



glc\_save



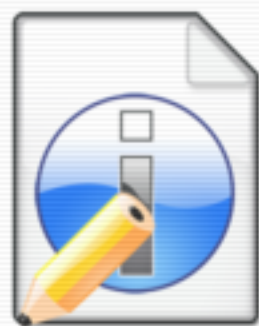
glc\_search



glc\_unlock



glc\_up



glc\_write



glc\_zoom



gui



gui\_add



gui\_back



gui\_cancel



gui\_clock



gui\_close



gui\_config





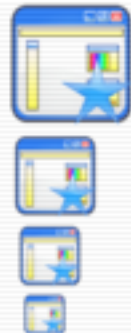
gui\_delete



gui\_down



gui\_fav



gui\_help



gui\_info



gui\_level



gui\_lock



gui\_next



gui\_ok



gui\_refresh



gui\_save



gui\_search



gui\_unlock



gui\_up



gui\_write

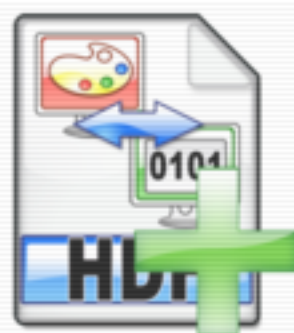




gui\_zoom



hdf



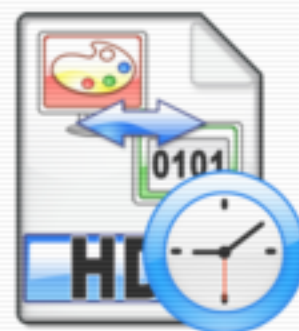
hdf\_add



hdf\_back



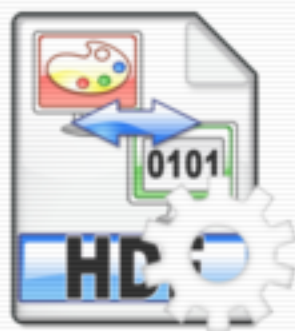
hdf\_cancel



hdf\_clock



hdf\_close



hdf\_config



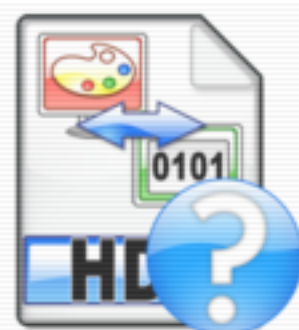
hdf\_delete



hdf\_down



hdf\_fav



hdf\_help



hdf\_info



hdf\_level



hdf\_lock







hdf\_next



hdf\_ok



hdf\_refresh



hdf\_save



hdf\_search



hdf\_unlock



hdf\_up



hdf\_write



hdf\_zoom



highlights



highlights\_add



highlights\_back



highlights\_cancel



highlights\_clock

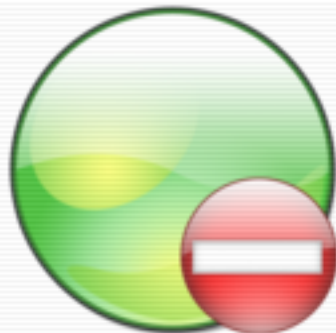


highlights\_close





highlights\_config



highlights\_delete



highlights\_down



highlights\_fav



highlights\_help



highlights\_info



highlights\_level



highlights\_lock



highlights\_next



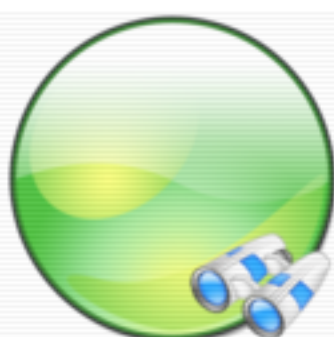
highlights\_ok



highlights\_refresh



highlights\_save



highlights\_search



highlights\_unlock



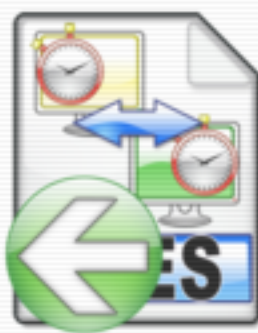
highlights\_up



highlights\_write

highlights\_zoom

iges



iges\_add

iges\_back

iges\_cancel



iges\_clock

iges\_close

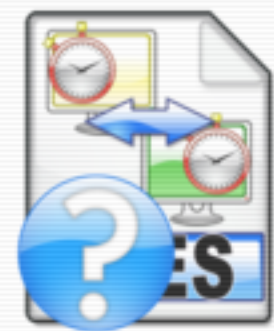
iges\_config



iges\_delete

iges\_down

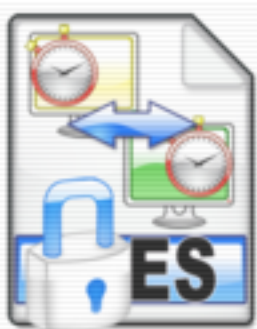
iges\_fav



iges\_help

iges\_info

iges\_level



iges\_lock



iges\_next



iges\_ok



iges\_refresh



iges\_save



iges\_search



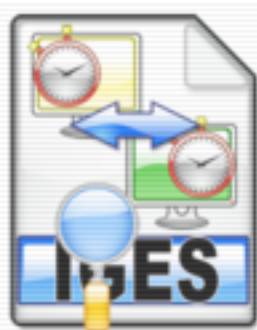
iges\_unlock



iges\_up



iges\_write



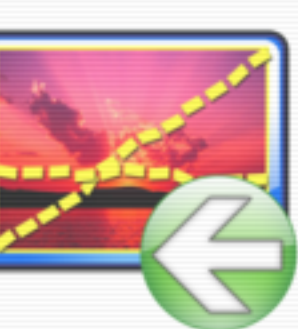
iges\_zoom



image\_mapping



image\_mapping\_add



image\_mapping\_back

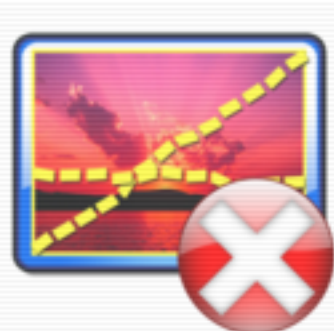


image\_mapping\_cancel

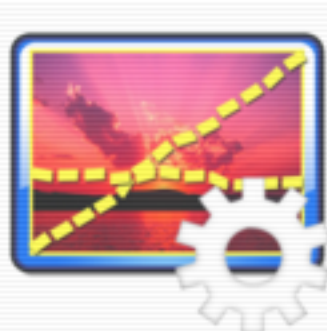
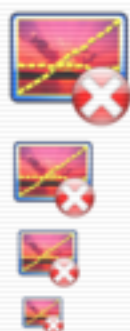


image\_mapping\_clock

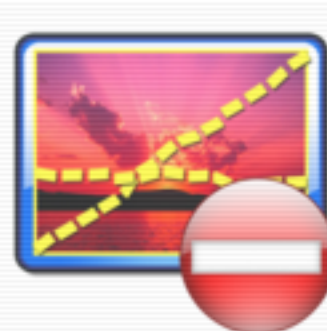
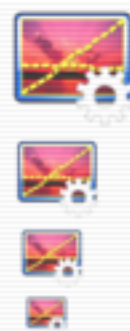




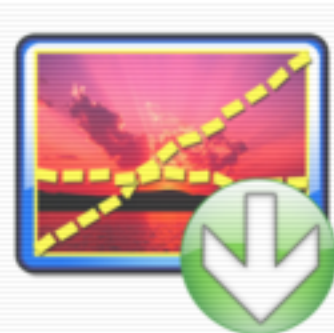
image\_mapping\_close



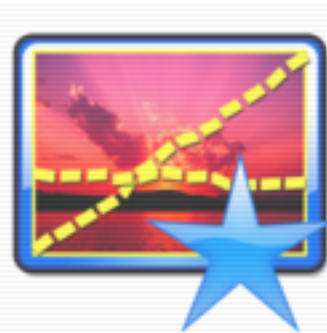
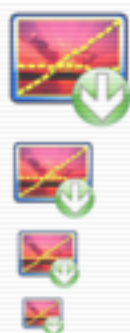
image\_mapping\_config



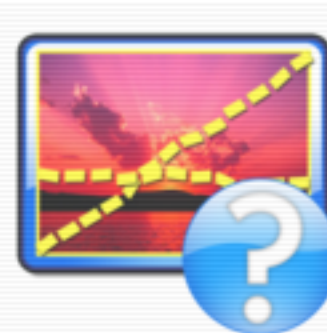
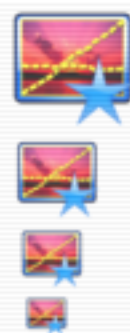
image\_mapping\_delete



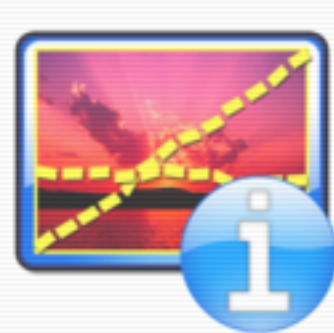
image\_mapping\_down



image\_mapping\_fav



image\_mapping\_help



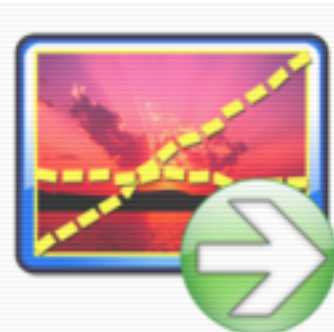
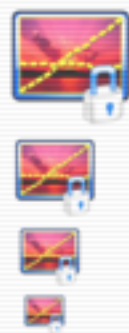
image\_mapping\_info



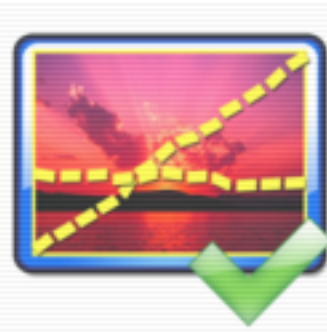
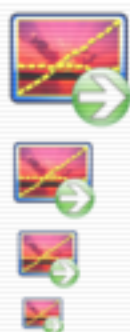
image\_mapping\_level



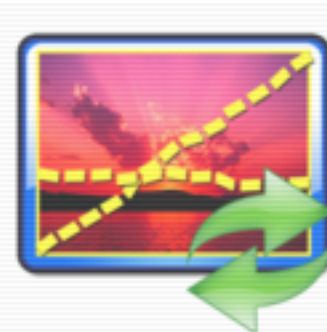
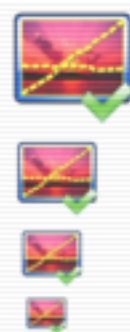
image\_mapping\_lock



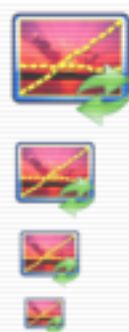
image\_mapping\_next



image\_mapping\_ok



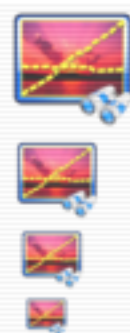
image\_mapping\_refresh



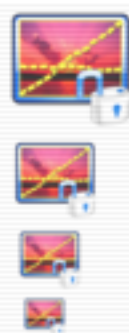
image\_mapping\_save

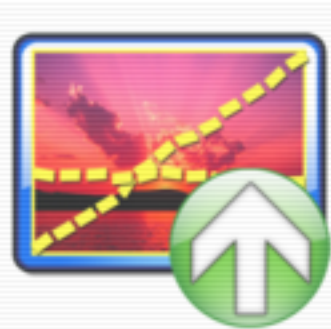


image\_mapping\_search

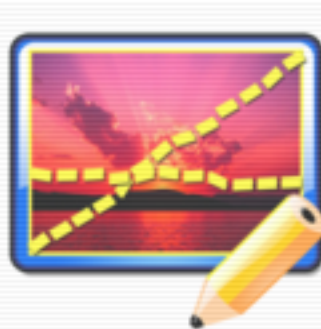
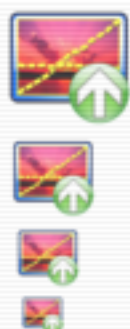


image\_mapping\_unlock

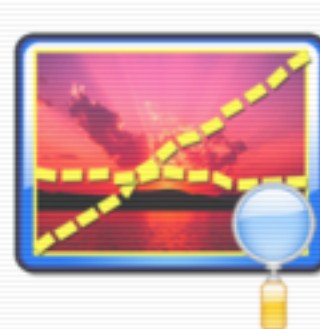
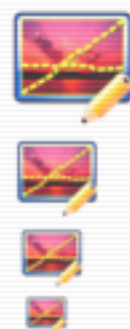




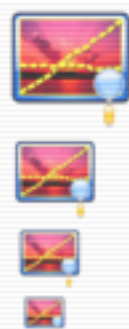
image\_mapping\_up



image\_mapping\_write



image\_mapping\_zoom



infinite\_ligth



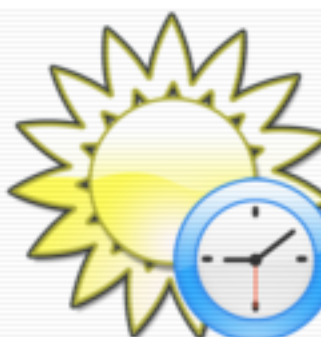
infinite\_ligth\_add



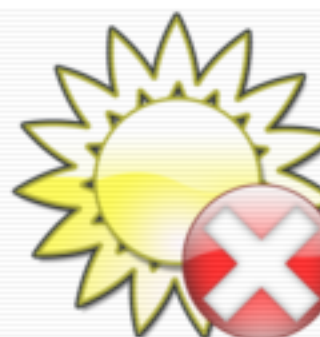
infinite\_ligth\_back



infinite\_ligth\_cancel



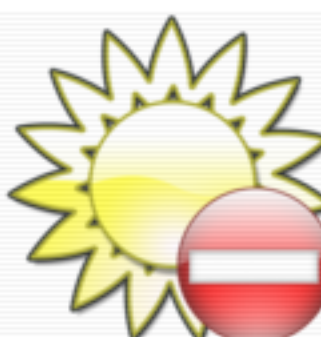
infinite\_ligth\_clock



infinite\_ligth\_close



infinite\_ligth\_config



infinite\_ligth\_delete



infinite\_ligth\_down



infinite\_ligth\_fav



infinite\_ligth\_help



infinite\_ligth\_info

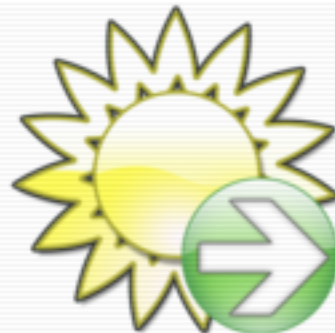




infinite\_ligth\_level



infinite\_ligth\_lock



infinite\_ligth\_next



infinite\_ligth\_ok



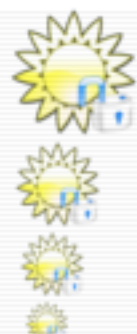
infinite\_ligth\_refresh



infinite\_ligth\_save



infinite\_ligth\_search



infinite\_ligth\_unlock



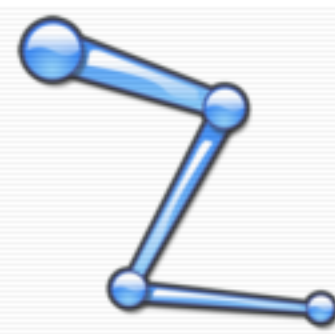
infinite\_ligth\_up



infinite\_ligth\_write



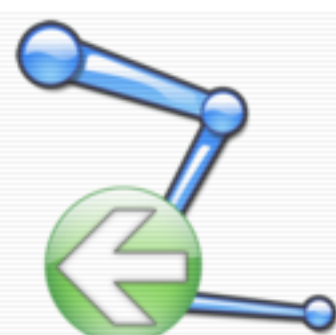
infinite\_ligth\_zoom



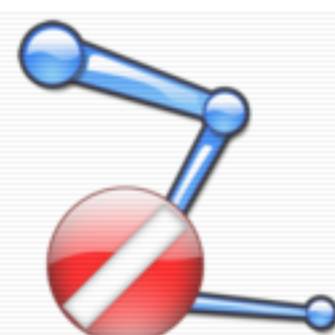
inverse\_kinematic



inverse\_kinematic\_add



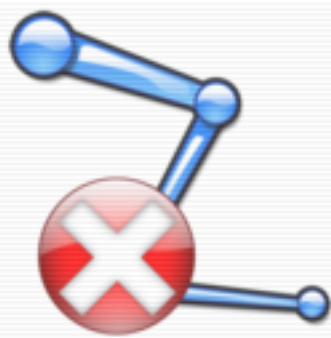
inverse\_kinematic\_back



inverse\_kinematic\_cancel



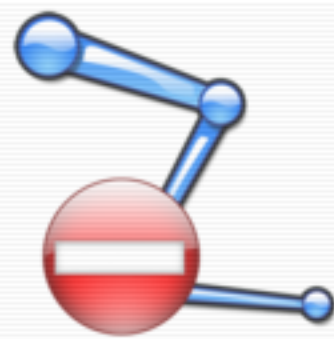
inverse\_kinematic\_clock



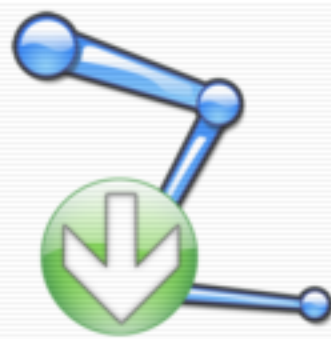
inverse\_kinematic\_close



inverse\_kinematic\_config



inverse\_kinematic\_delete



inverse\_kinematic\_down



inverse\_kinematic\_fav



inverse\_kinematic\_help



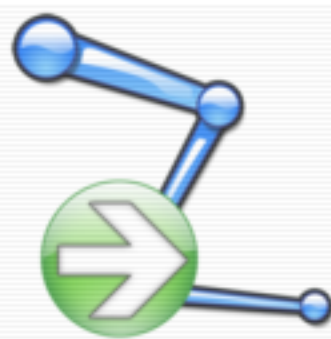
inverse\_kinematic\_info



inverse\_kinematic\_level



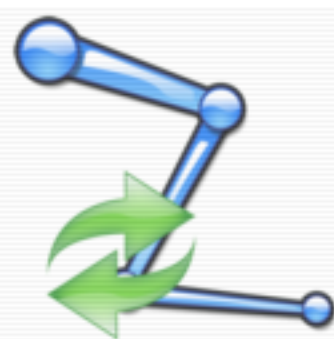
inverse\_kinematic\_lock



inverse\_kinematic\_next



inverse\_kinematic\_ok



inverse\_kinematic\_refresh



inverse\_kinematic\_save

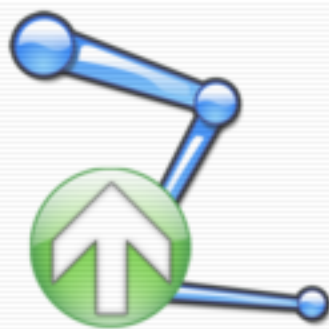


inverse\_kinematic\_search





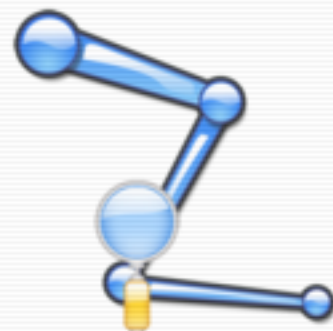
inverse\_kinematic\_unlock



inverse\_kinematic\_up



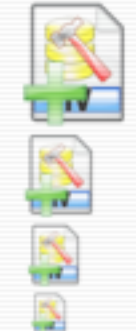
inverse\_kinematic\_write



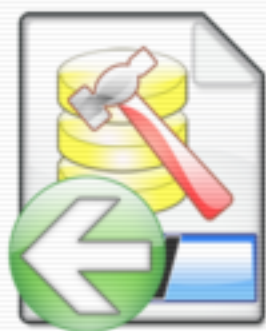
inverse\_kinematic\_zoom



iv



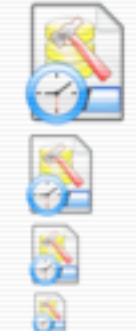
iv\_add



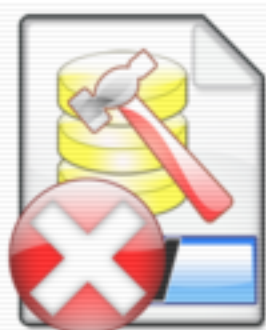
iv\_back



iv\_cancel



iv\_clock



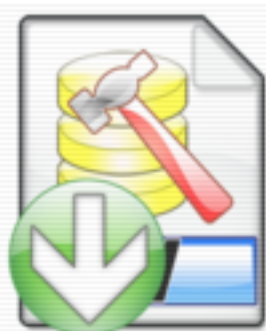
iv\_close



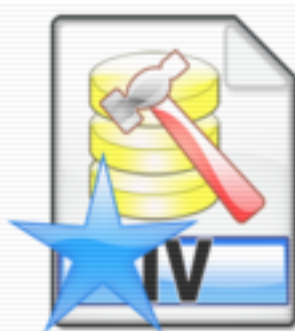
iv\_config



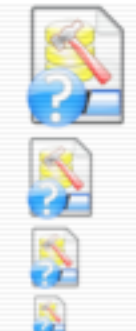
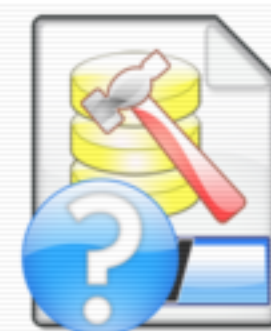
iv\_delete



iv\_down



iv\_fav



iv\_help



iv\_info



iv\_level



iv\_lock



iv\_next



iv\_ok



iv\_refresh



iv\_save



iv\_search



iv\_unlock



iv\_up



iv\_write



iv\_zoom



jaggies



jaggies\_add



jaggies\_back





jaggies\_cancel



jaggies\_clock



jaggies\_close



jaggies\_config



jaggies\_delete



jaggies\_down



jaggies\_fav



jaggies\_help



jaggies\_info



jaggies\_level



jaggies\_lock



jaggies\_next



jaggies\_ok



jaggies\_refresh



jaggies\_save



jaggies\_search



jaggies\_unlock



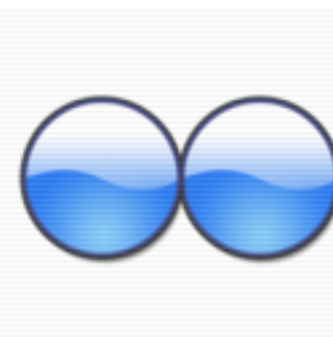
jaggies\_up



jaggies\_write



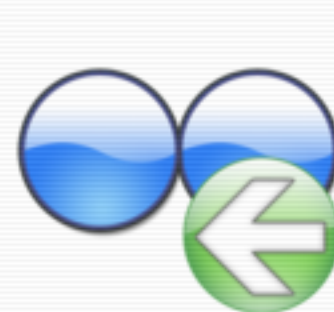
jaggies\_zoom



join\_solid



join\_solid\_add



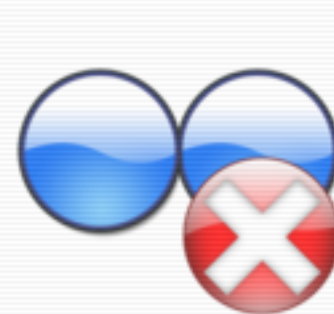
join\_solid\_back



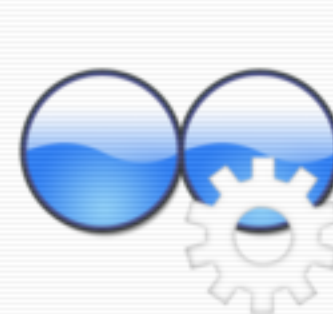
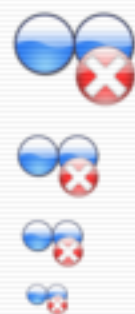
join\_solid\_cancel



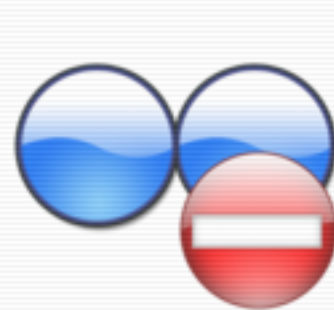
join\_solid\_clock



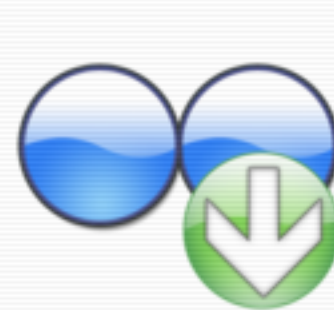
join\_solid\_close



join\_solid\_config



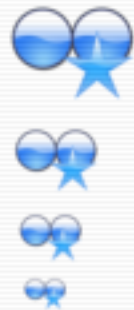
join\_solid\_delete



join\_solid\_down



join\_solid\_fav







join\_solid\_help

join\_solid\_info

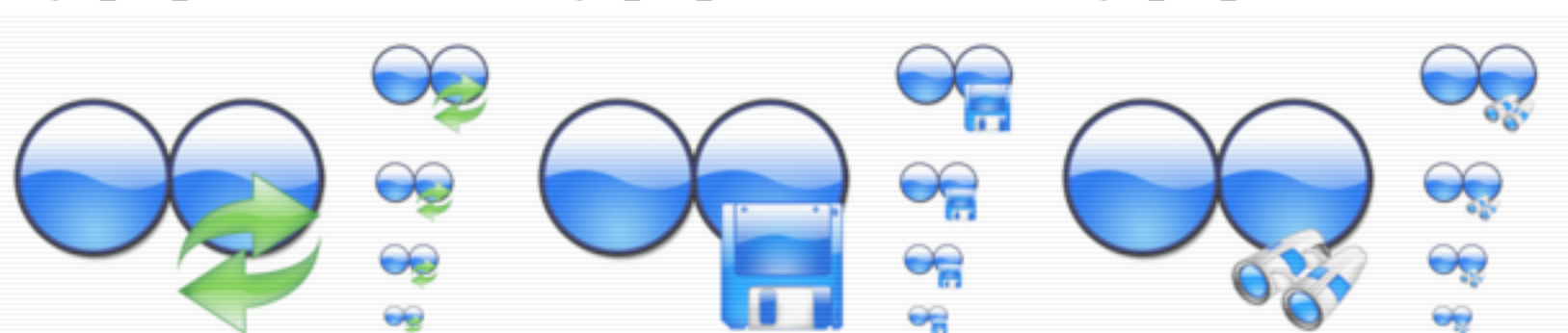
join\_solid\_level



join\_solid\_lock

join\_solid\_next

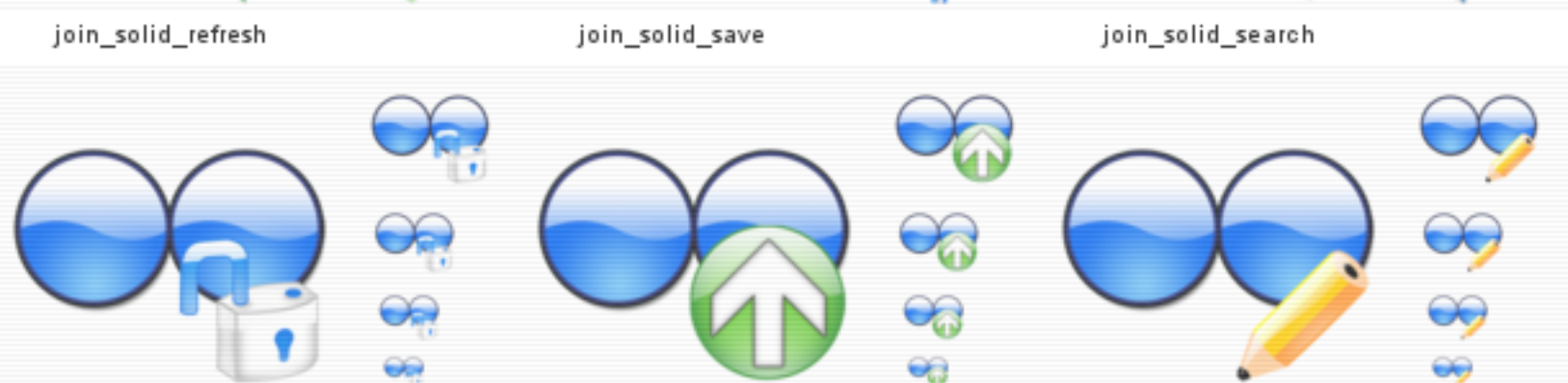
join\_solid\_ok



join\_solid\_refresh

join\_solid\_save

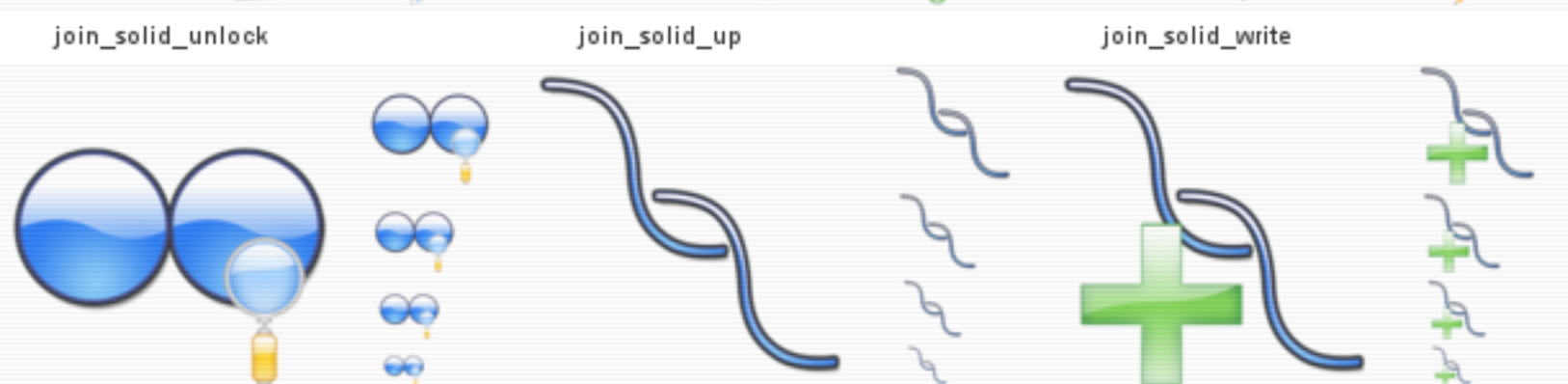
join\_solid\_search



join\_solid\_unlock

join\_solid\_up

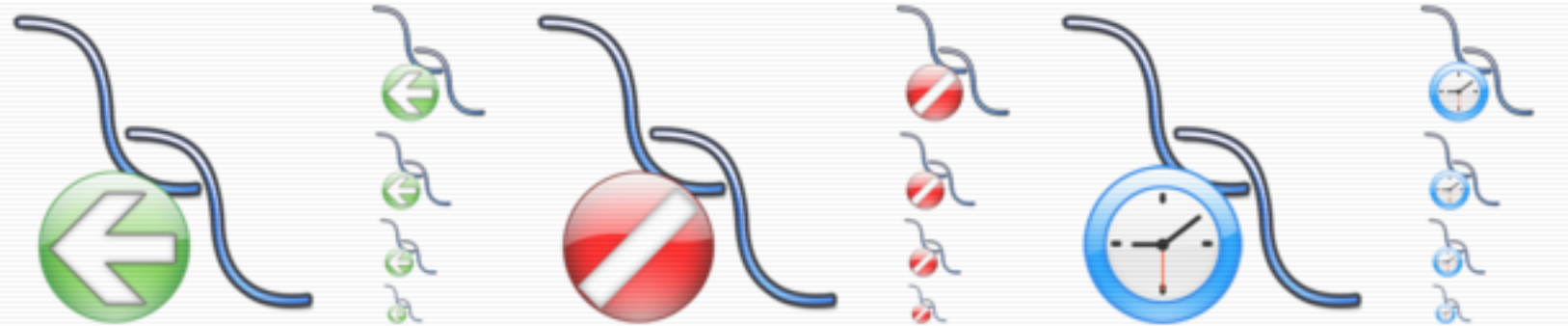
join\_solid\_write



join\_solid\_zoom

join\_spline

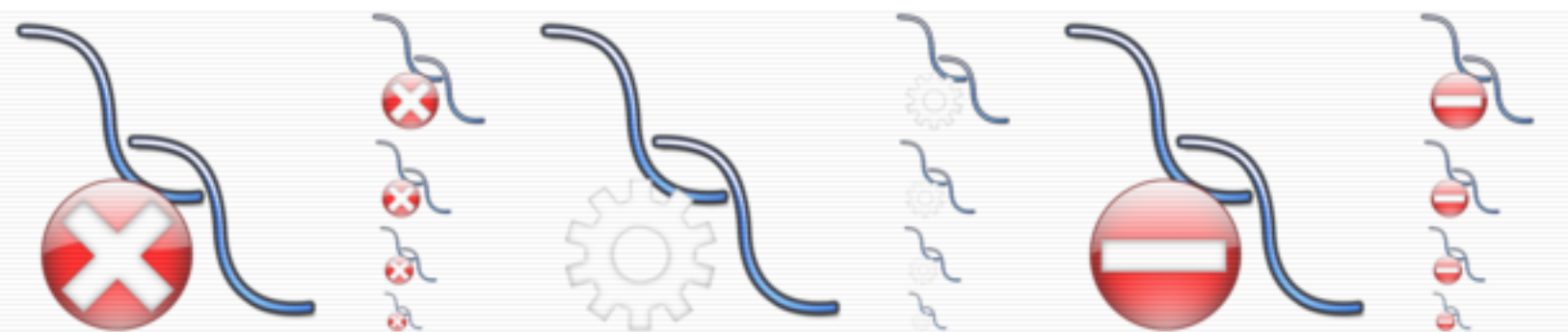
join\_spline\_add



join\_spline\_back

join\_spline\_cancel

join\_spline\_clock



join\_spline\_close

join\_spline\_config

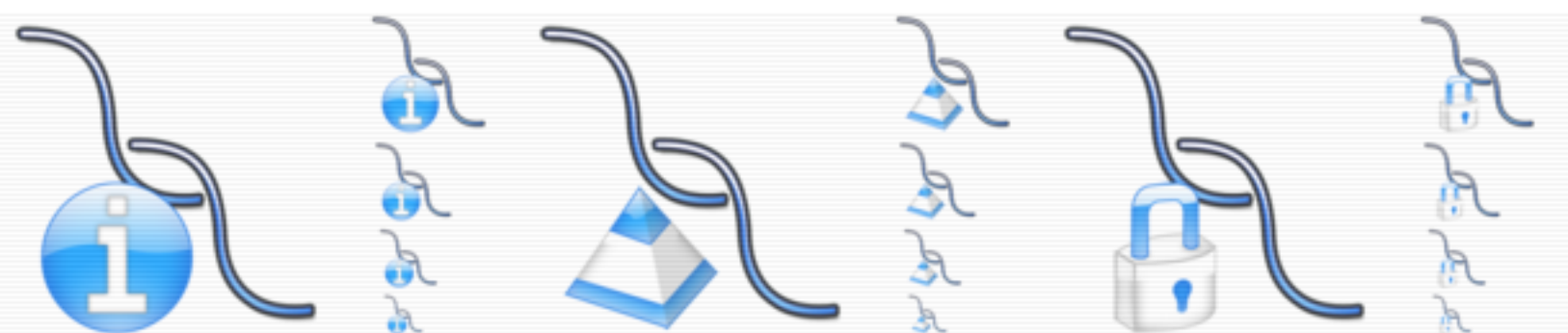
join\_spline\_delete



join\_spline\_down

join\_spline\_fav

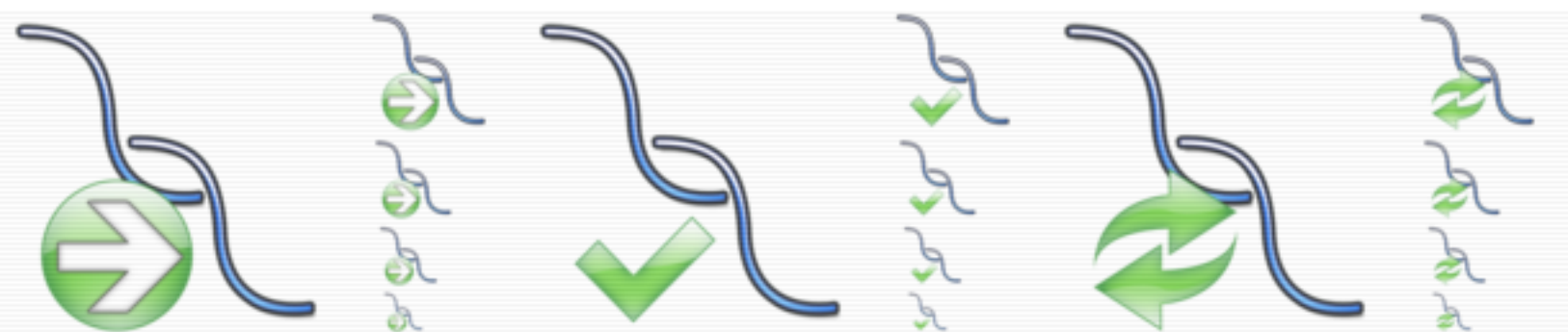
join\_spline\_help



join\_spline\_info

join\_spline\_level

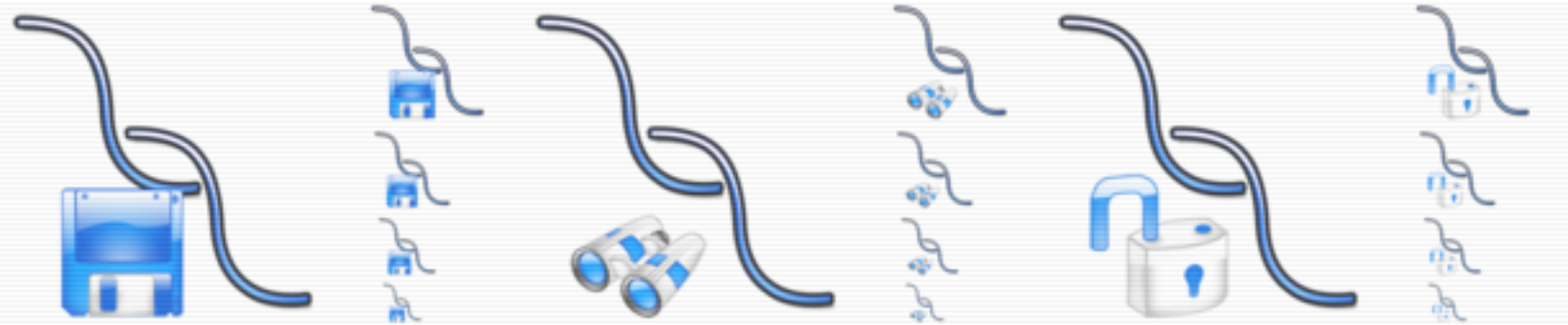
join\_spline\_lock



join\_spline\_next

join\_spline\_ok

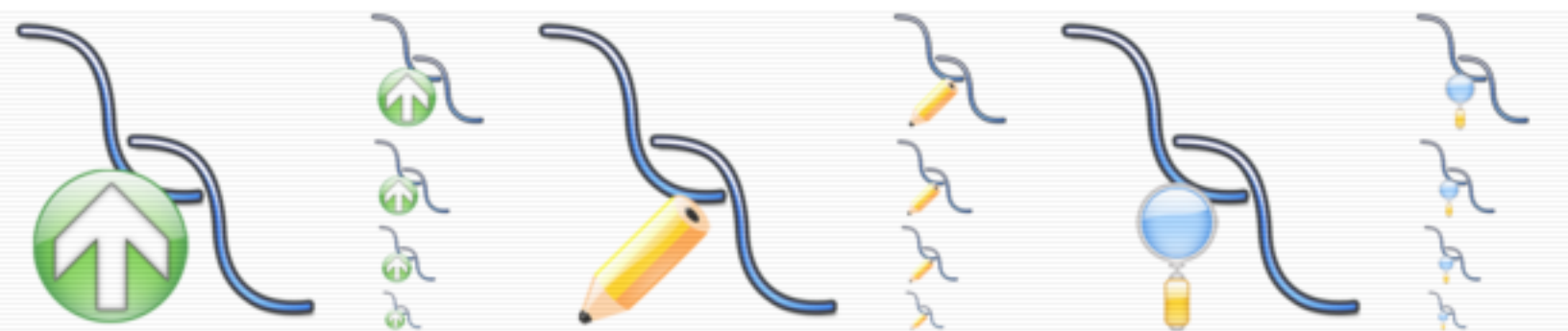
join\_spline\_refresh



join\_spline\_save

join\_spline\_search

join\_spline\_unlock



join\_spline\_up

join\_spline\_write

join\_spline\_zoom



keyframe

keyframe\_add

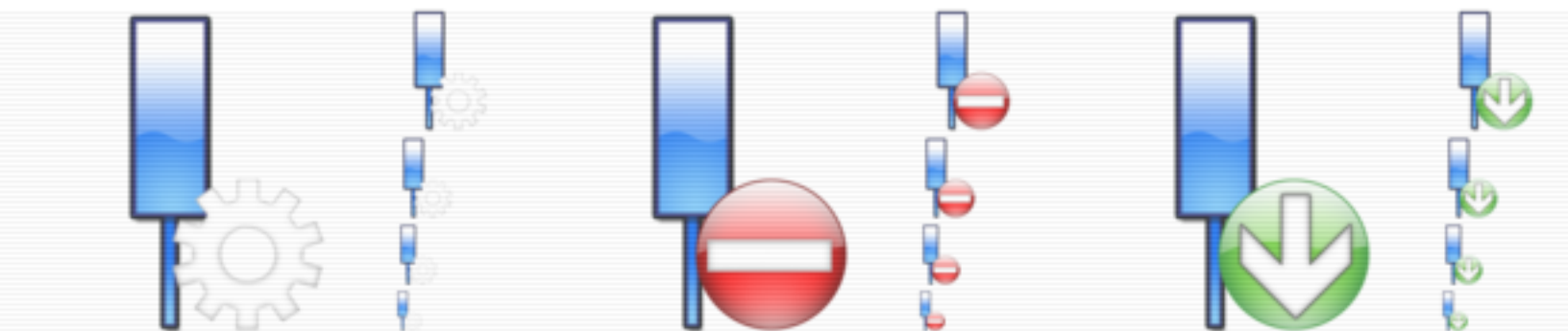
keyframe\_back



keyframe\_cancel

keyframe\_clock

keyframe\_close



keyframe\_config

keyframe\_delete

keyframe\_down



keyframe\_fav



keyframe\_help



keyframe\_info



keyframe\_level



keyframe\_lock



keyframe\_next



keyframe\_ok



keyframe\_refresh



keyframe\_save



keyframe\_search



keyframe\_unlock



keyframe\_up



keyframe\_write



keyframe\_zoom



lens\_flare





lens\_flare\_add



lens\_flare\_back



lens\_flare\_cancel



lens\_flare\_clock



lens\_flare\_close



lens\_flare\_config



lens\_flare\_delete



lens\_flare\_down



lens\_flare\_fav



lens\_flare\_help



lens\_flare\_info



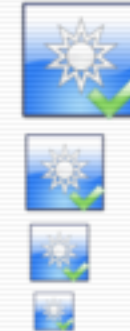
lens\_flare\_level



lens\_flare\_lock



lens\_flare\_next



lens\_flare\_ok



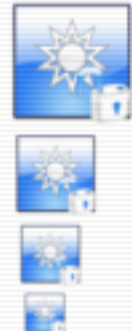
lens\_flare\_refresh



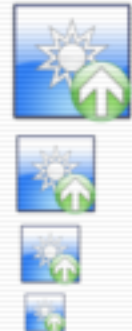
lens\_flare\_save



lens\_flare\_search



lens\_flare\_unlock



lens\_flare\_up



lens\_flare\_write



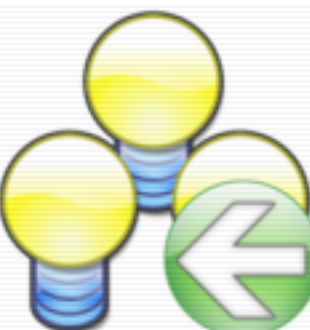
lens\_flare\_zoom



lighting



lighting\_add



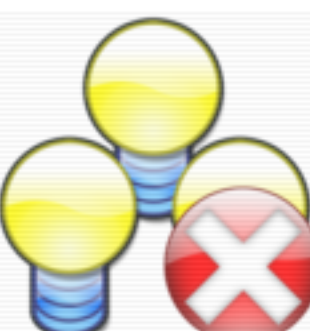
lighting\_back



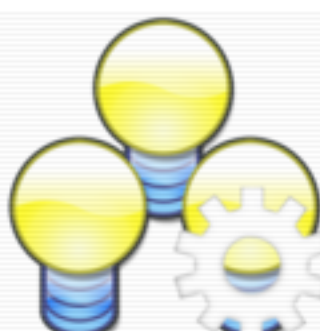
lighting\_cancel



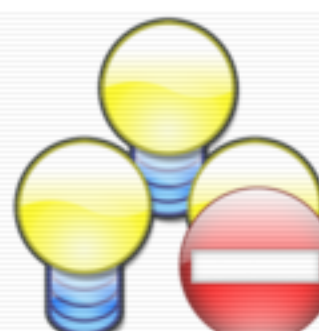
lighting\_clock



lighting\_close



lighting\_config



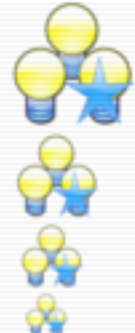
lighting\_delete



lighting\_down



lighting\_fav



lighting\_help



lighting\_info



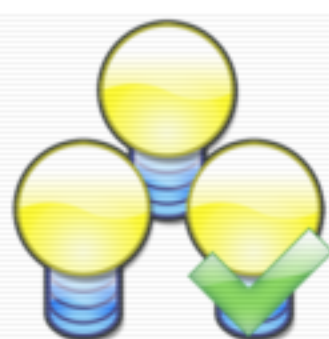
lighting\_level



lighting\_lock



lighting\_next



lighting\_ok



lighting\_refresh



lighting\_save



lighting\_search



lighting\_unlock



lighting\_up



lighting\_write



lighting\_zoom





loop

loop\_add

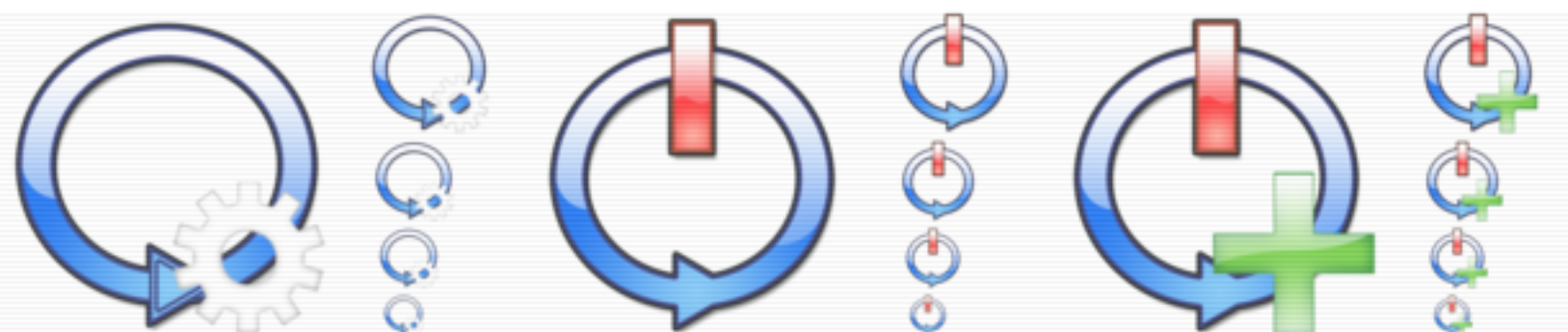
loop\_back



loop\_cancel

loop\_clock

loop\_close



loop\_config

loop\_cut

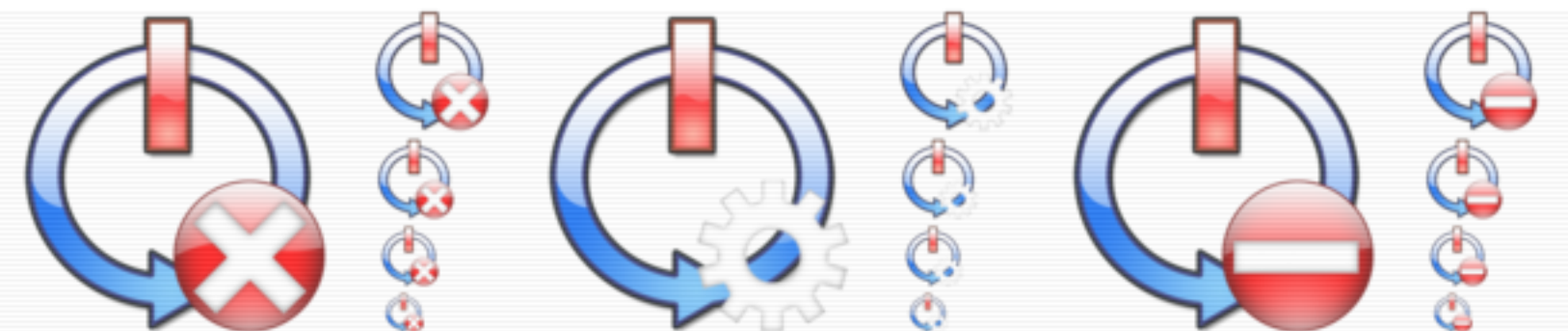
loop\_cut\_add



loop\_cut\_back

loop\_cut\_cancel

loop\_cut\_clock



loop\_cut\_close

loop\_cut\_config

loop\_cut\_delete





loop\_cut\_down



loop\_cut\_fav



loop\_cut\_help



loop\_cut\_info



loop\_cut\_level



loop\_cut\_lock



loop\_cut\_next



loop\_cut\_ok



loop\_cut\_refresh



loop\_cut\_save



loop\_cut\_search



loop\_cut\_unlock



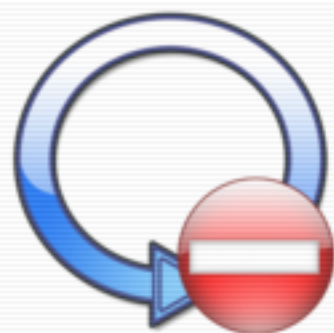
loop\_cut\_up



loop\_cut\_write



loop\_cut\_zoom



loop\_delete



loop\_down



loop\_fav



loop\_help



loop\_info



loop\_level



loop\_lock



loop\_next



loop\_ok



loop\_refresh



loop\_save



loop\_search



loop\_unlock



loop\_up



loop\_write





loop\_zoom



lwlo



lwlo\_add



lwlo\_back



lwlo\_cancel



lwlo\_clock



lwlo\_close



lwlo\_config



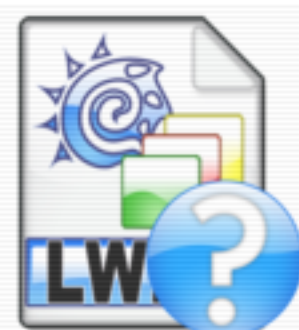
lwlo\_delete



lwlo\_down



lwlo\_fav



lwlo\_help



lwlo\_info



lwlo\_level



lwlo\_lock



lwlo\_next



lwlo\_ok



lwlo\_refresh



lwlo\_save



lwlo\_search



lwlo\_unlock



lwlo\_up



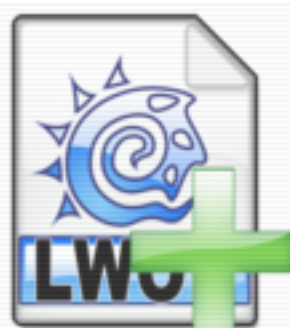
lwlo\_write



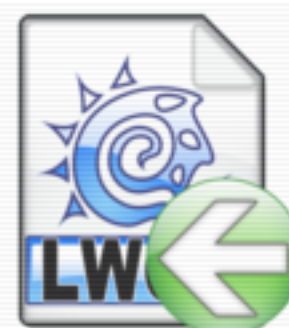
lwlo\_zoom



lwob



lwob\_add



lwob\_back



lwob\_cancel



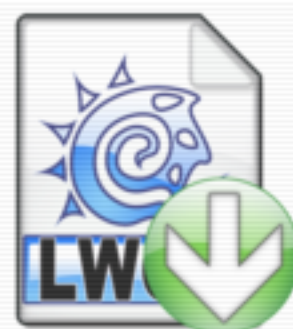
lwob\_clock



lwob\_close



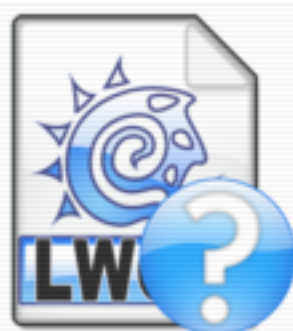




lwob\_config

lwob\_delete

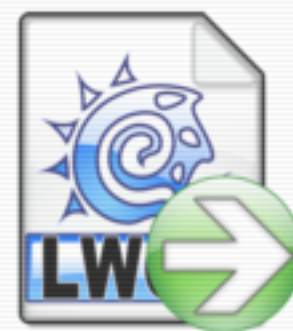
lwob\_down



lwob\_fav

lwob\_help

lwob\_info



lwob\_level

lwob\_lock

lwob\_next



lwob\_ok

lwob\_refresh

lwob\_save



lwob\_search

lwob\_unlock

lwob\_up



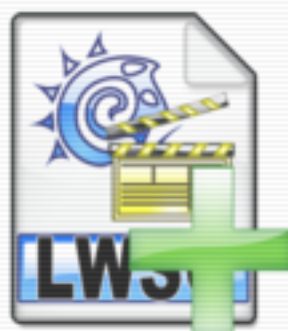
lwob\_write



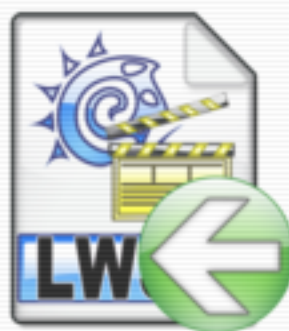
lwob\_zoom



lwsc



lwsc\_add



lwsc\_back



lwsc\_cancel



lwsc\_clock



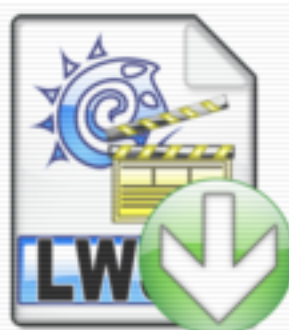
lwsc\_close



lwsc\_config



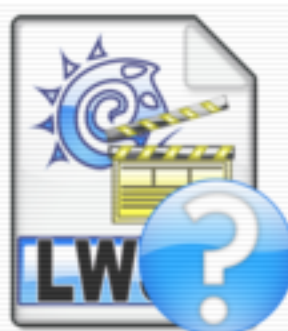
lwsc\_delete



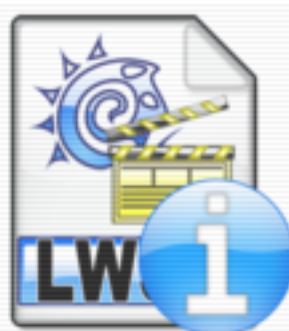
lwsc\_down



lwsc\_fav



lwsc\_help



lwsc\_info

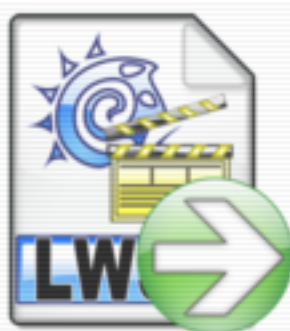


lwsc\_level





lwsc\_lock



lwsc\_next



lwsc\_ok



lwsc\_refresh



lwsc\_save



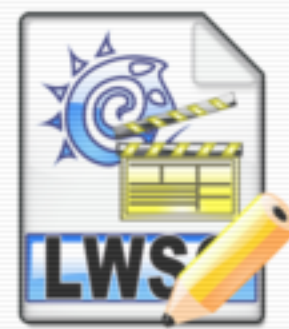
lwsc\_search



lwsc\_unlock



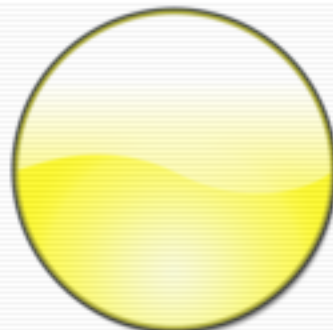
lwsc\_up



lwsc\_write



lwsc\_zoom



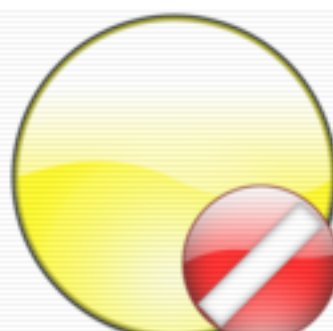
material



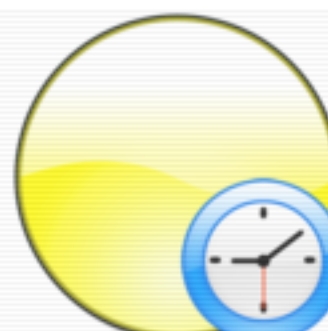
material\_add



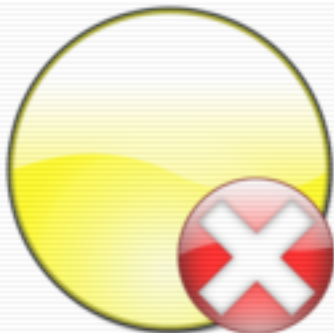
material\_back



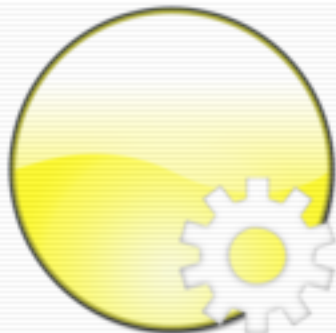
material\_cancel



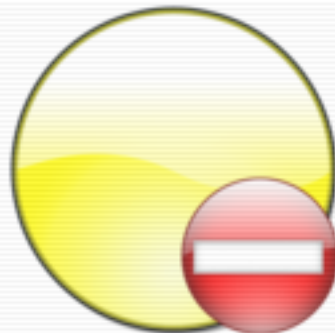
material\_clock



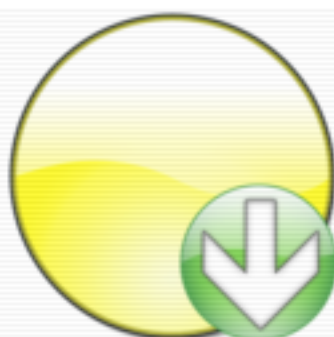
material\_close



material\_config



material\_delete



material\_down



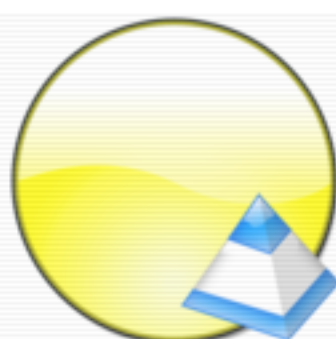
material\_fav



material\_help



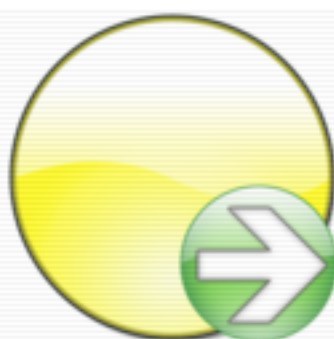
material\_info



material\_level



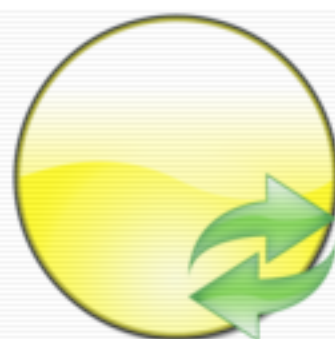
material\_lock



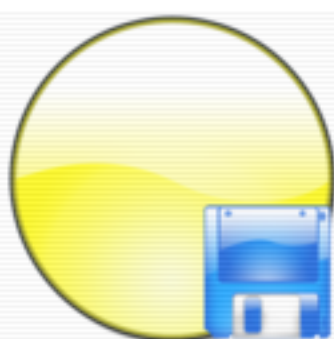
material\_next



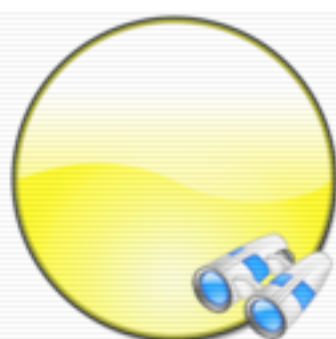
material\_ok



material\_refresh



material\_save



material\_search



material\_unlock

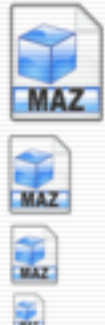




material\_up

material\_write

material\_zoom



maz

maz\_add

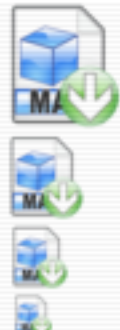
maz\_back



maz\_cancel

maz\_clock

maz\_close



maz\_config

maz\_delete

maz\_down



maz\_fav

maz\_help

maz\_info



maz\_level



maz\_lock



maz\_next



maz\_ok



maz\_refresh



maz\_save



maz\_search



maz\_unlock



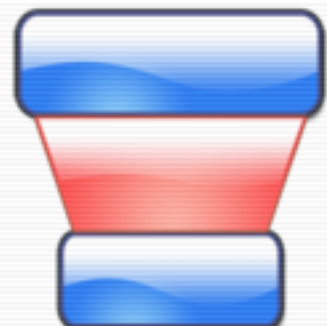
maz\_up



maz\_write



maz\_zoom



merge\_face



merge\_face\_add



merge\_face\_back



merge\_face\_cancel





merge\_face\_clock



merge\_face\_close



merge\_face\_config



merge\_face\_delete



merge\_face\_down



merge\_face\_fav



merge\_face\_help



merge\_face\_info



merge\_face\_level



merge\_face\_lock



merge\_face\_next



merge\_face\_ok



merge\_face\_refresh



merge\_face\_save



merge\_face\_search



merge\_face\_unlock



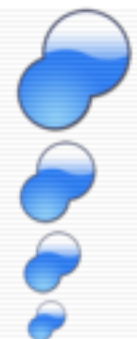
merge\_face\_up



merge\_face\_write



merge\_face\_zoom



merge\_object



merge\_object\_add



merge\_object\_back



merge\_object\_cancel



merge\_object\_clock



merge\_object\_close



merge\_object\_config



merge\_object\_delete



merge\_object\_down



merge\_object\_fav



merge\_object\_help





merge\_object\_info



merge\_object\_level



merge\_object\_lock



merge\_object\_next



merge\_object\_ok



merge\_object\_refresh



merge\_object\_save



merge\_object\_search



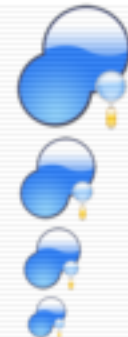
merge\_object\_unlock



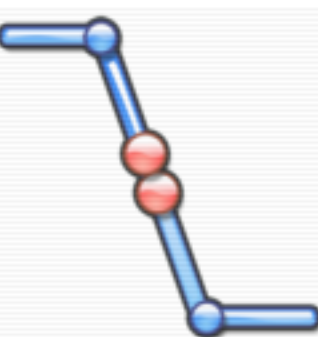
merge\_object\_up



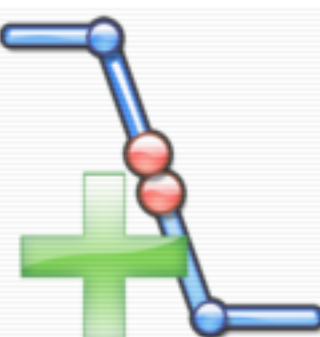
merge\_object\_write



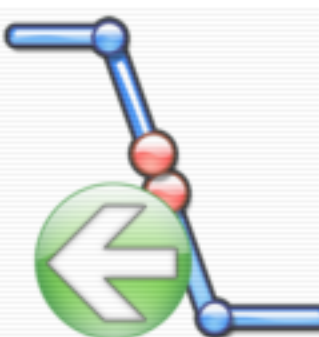
merge\_object\_zoom



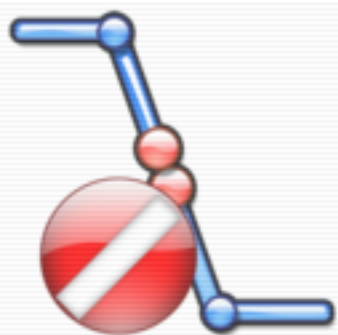
merge\_point



merge\_point\_add



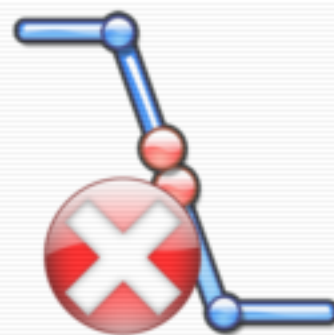
merge\_point\_back



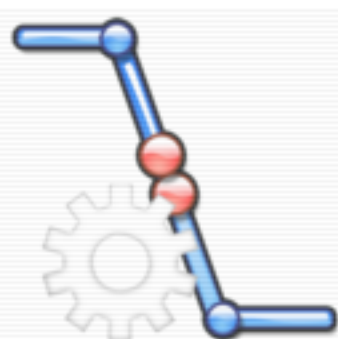
merge\_point\_cancel



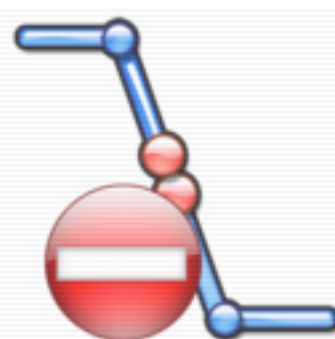
merge\_point\_clock



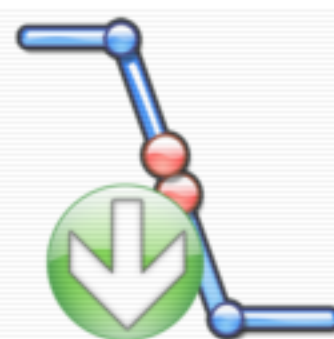
merge\_point\_close



merge\_point\_config



merge\_point\_delete



merge\_point\_down



merge\_point\_fav



merge\_point\_help



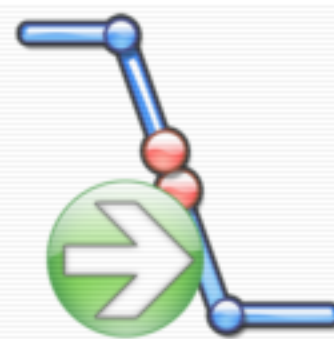
merge\_point\_info



merge\_point\_level



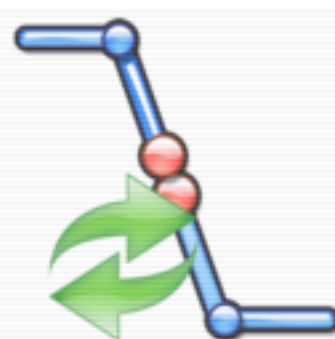
merge\_point\_lock



merge\_point\_next



merge\_point\_ok

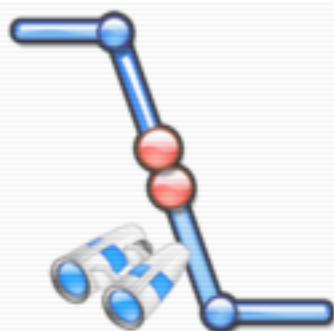


merge\_point\_refresh



merge\_point\_save

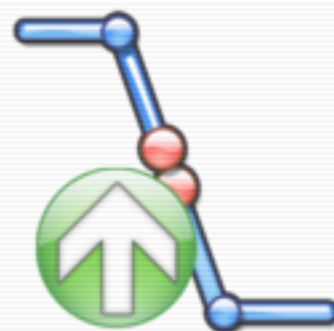




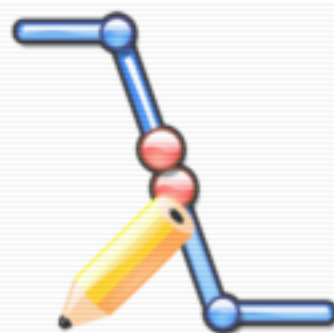
merge\_point\_search



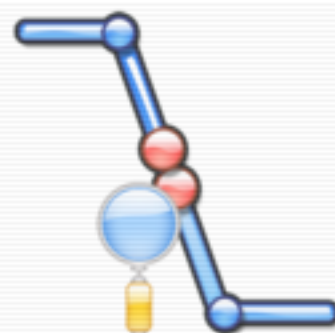
merge\_point\_unlock



merge\_point\_up



merge\_point\_write



merge\_point\_zoom



metaball



metaball\_add



metaball\_back



metaball\_cancel



metaball\_clock



metaball\_close



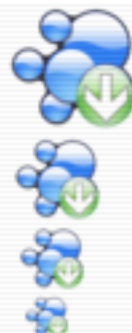
metaball\_config



metaball\_delete

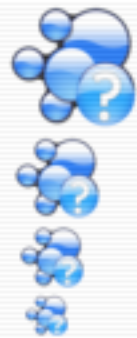


metaball\_down



metaball\_fav





metaball\_help



metaball\_info



metaball\_level



metaball\_lock



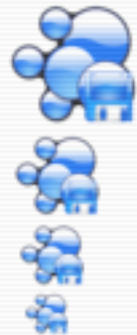
metaball\_next



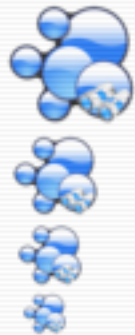
metaball\_ok



metaball\_refresh



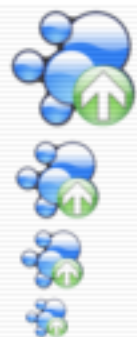
metaball\_save



metaball\_search



metaball\_unlock



metaball\_up



metaball\_write



metaball\_zoom



mfg



mfg\_add







mfg\_back



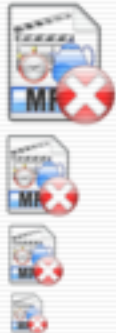
mfg\_cancel



mfg\_clock



mfg\_close



mfg\_config



mfg\_delete



mfg\_down



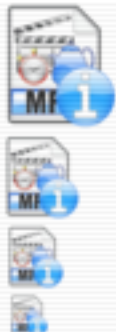
mfg\_fav



mfg\_help



mfg\_info



mfg\_level



mfg\_lock



mfg\_next



mfg\_ok



mfg\_refresh





mfg\_save



mfg\_search



mfg\_unlock



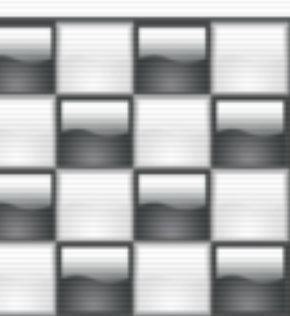
mfg\_up



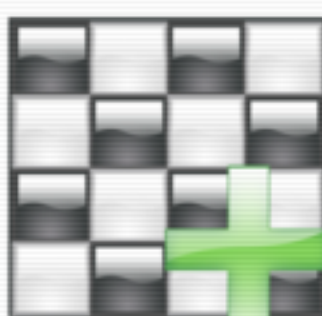
mfg\_write



mfg\_zoom



mip\_mapping



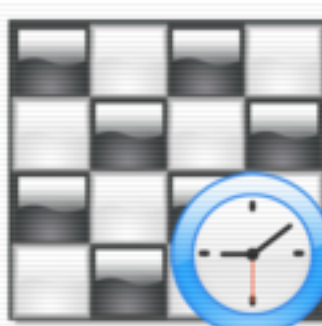
mip\_mapping\_add



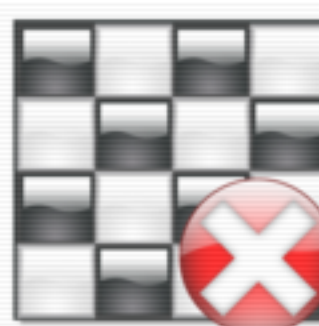
mip\_mapping\_back



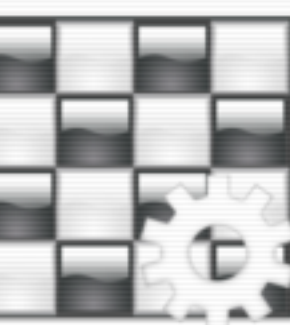
mip\_mapping\_cancel



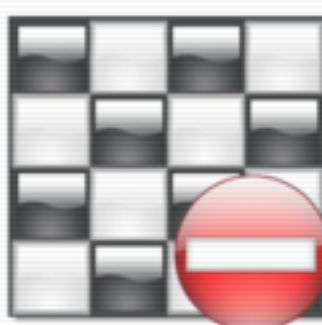
mip\_mapping\_clock



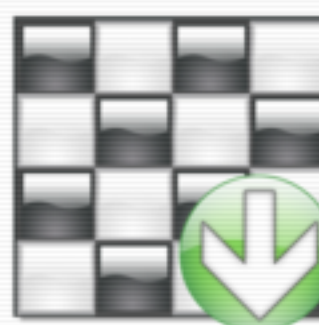
mip\_mapping\_close



mip\_mapping\_config

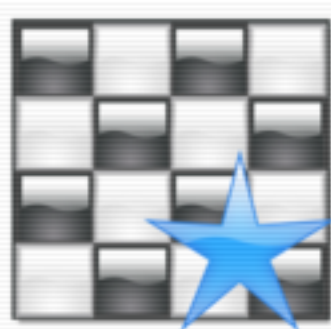


mip\_mapping\_delete

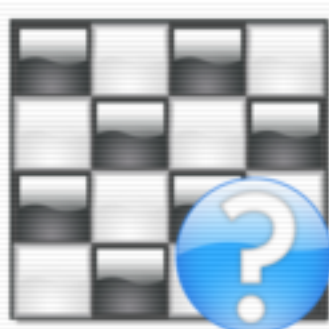


mip\_mapping\_down

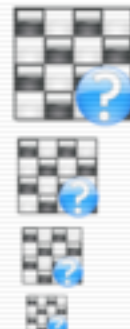




mip\_mapping\_fav



mip\_mapping\_help



mip\_mapping\_info



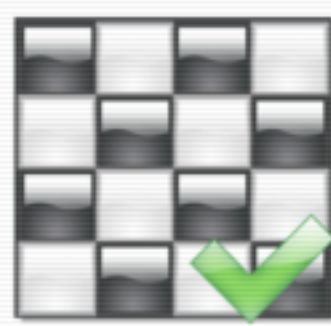
mip\_mapping\_level



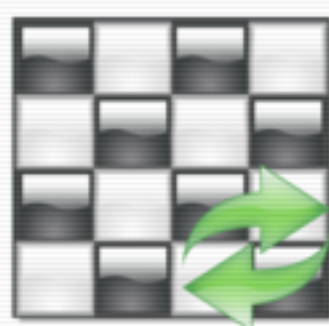
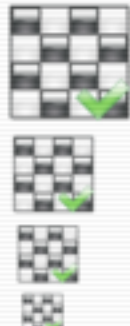
mip\_mapping\_lock



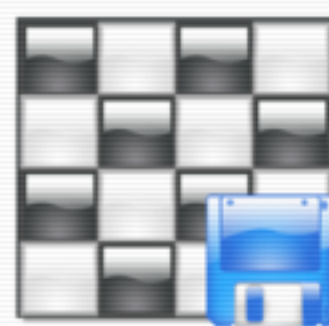
mip\_mapping\_next



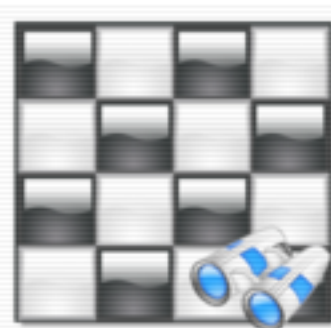
mip\_mapping\_ok



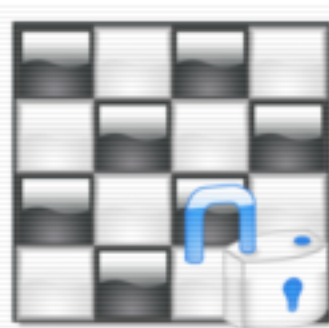
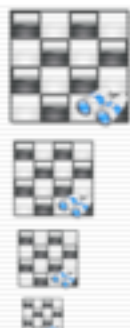
mip\_mapping\_refresh



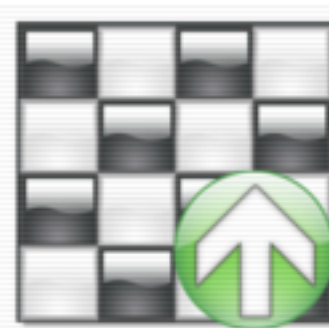
mip\_mapping\_save



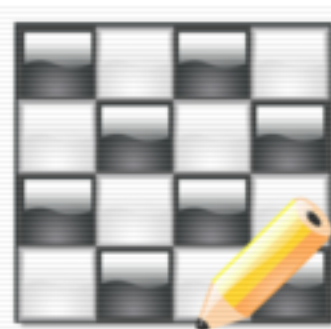
mip\_mapping\_search



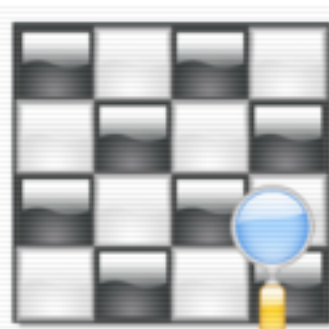
mip\_mapping\_unlock



mip\_mapping\_up



mip\_mapping\_write



mip\_mapping\_zoom



mli





mli\_add



mli\_back



mli\_cancel



mli\_clock



mli\_close



mli\_config



mli\_delete



mli\_down



mli\_fav



mli\_help



mli\_info



mli\_level



mli\_lock



mli\_next



mli\_ok







mli\_refresh



mli\_save



mli\_search



mli\_unlock



mli\_up



mli\_write



mli\_zoom



morphing



morphing\_add



morphing\_back



morphing\_cancel



morphing\_clock



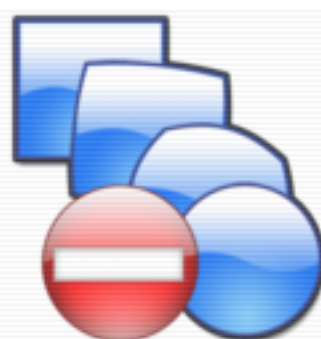
morphing\_close



morphing\_config



morphing\_delete





morphing\_down



morphing\_fav



morphing\_help



morphing\_info



morphing\_level



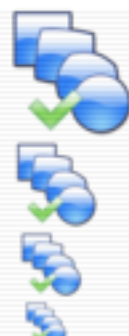
morphing\_lock



morphing\_next



morphing\_ok



morphing\_refresh



morphing\_save



morphing\_search



morphing\_unlock



morphing\_up



morphing\_write



morphing\_zoom





motion\_blur

motion\_blur\_add

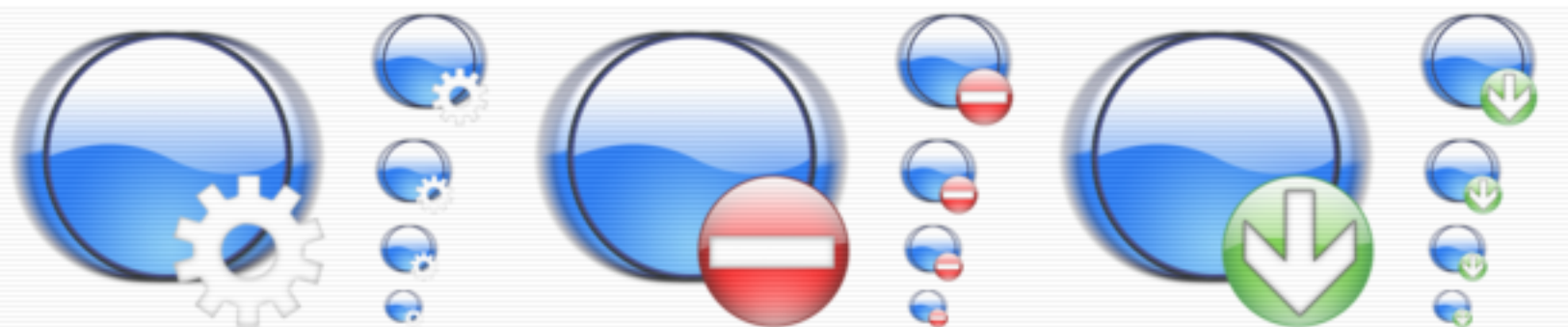
motion\_blur\_back



motion\_blur\_cancel

motion\_blur\_clock

motion\_blur\_close



motion\_blur\_config

motion\_blur\_delete

motion\_blur\_down



motion\_blur\_fav

motion\_blur\_help

motion\_blur\_info



motion\_blur\_level

motion\_blur\_lock

motion\_blur\_next



motion\_blur\_ok



motion\_blur\_refresh



motion\_blur\_save



motion\_blur\_search



motion\_blur\_unlock



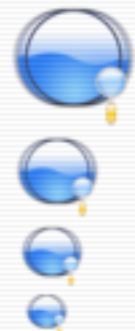
motion\_blur\_up



motion\_blur\_write



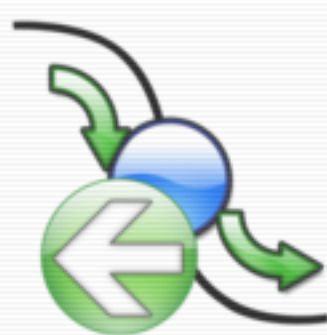
motion\_blur\_zoom



motion\_path



motion\_path\_add



motion\_path\_back



motion\_path\_cancel



motion\_path\_clock

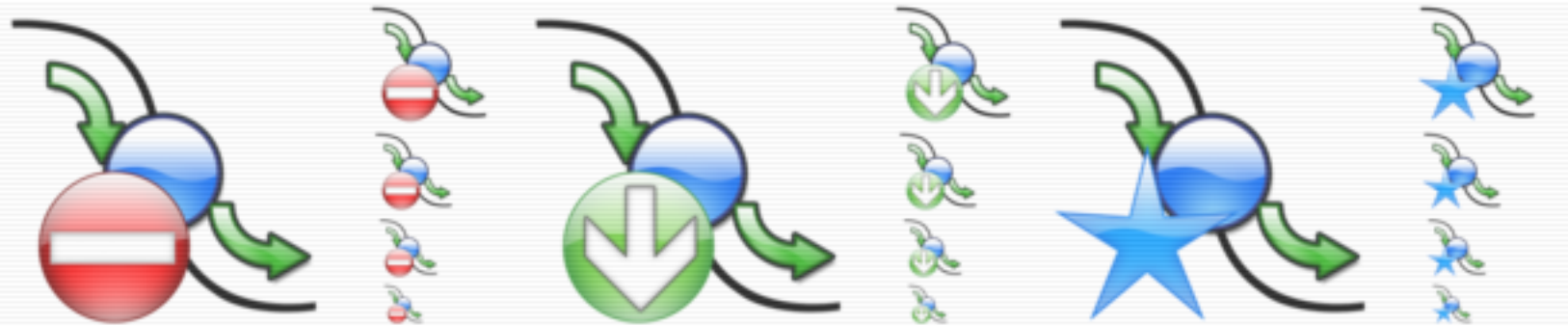


motion\_path\_close



motion\_path\_config

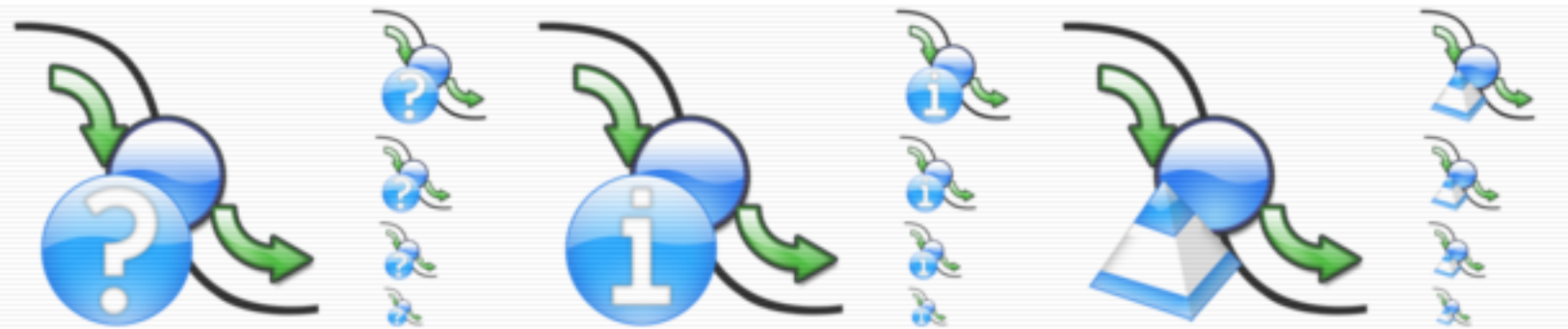




motion\_path\_delete

motion\_path\_down

motion\_path\_fav



motion\_path\_help

motion\_path\_info

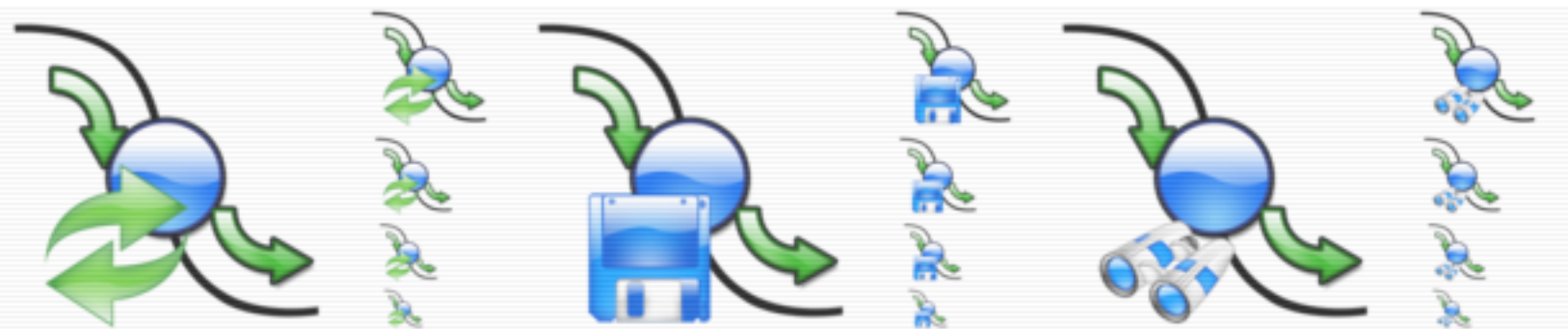
motion\_path\_level



motion\_path\_lock

motion\_path\_next

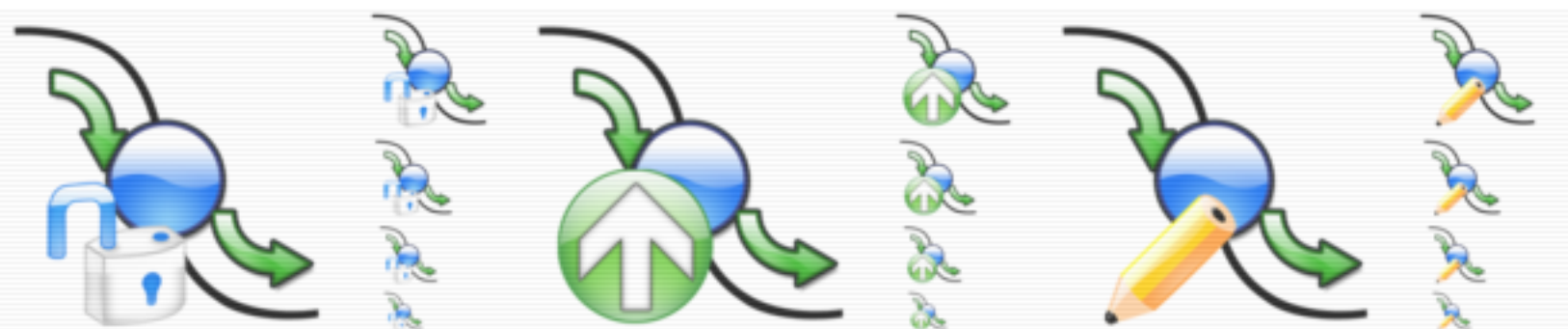
motion\_path\_ok



motion\_path\_refresh

motion\_path\_save

motion\_path\_search



motion\_path\_unlock

motion\_path\_up

motion\_path\_write



motion\_path\_zoom



move



move\_add



move\_back



move\_cancel



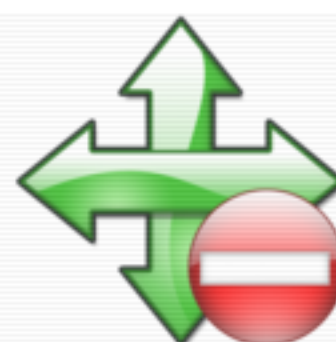
move\_clock



move\_close



move\_config



move\_delete



move\_down



move\_fav



move\_help



move\_info



move\_level



move\_lock





move\_next



move\_ok



move\_refresh



move\_save



move\_search



move\_unlock



move\_up



move\_write



move\_x



move\_x\_add



move\_x\_back



move\_x\_cancel



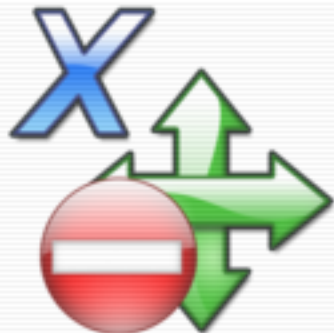
move\_x\_clock



move\_x\_close



move\_x\_config



move\_x\_delete



move\_x\_down



move\_x\_fav



move\_x\_help



move\_x\_info



move\_x\_level



move\_x\_lock



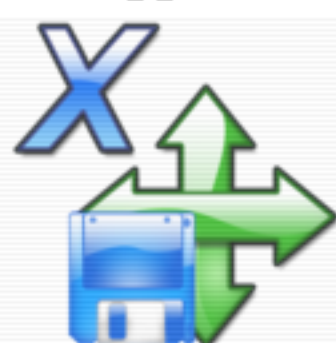
move\_x\_next



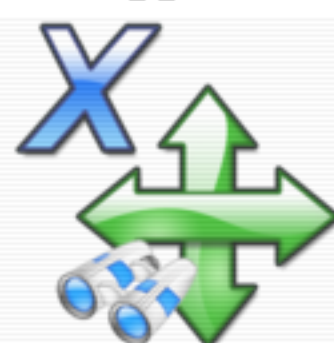
move\_x\_ok



move\_x\_refresh



move\_x\_save



move\_x\_search



move\_x\_unlock



move\_x\_up



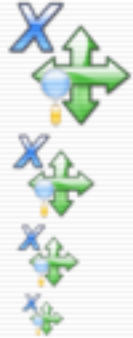
move\_x\_write







move\_x\_zoom



move\_y



move\_y\_add



move\_y\_back



move\_y\_cancel



move\_y\_clock



move\_y\_close



move\_y\_config



move\_y\_delete



move\_y\_down



move\_y\_fav



move\_y\_help



move\_y\_info



move\_y\_level



move\_y\_lock





move\_y\_next



move\_y\_ok



move\_y\_refresh



move\_y\_save



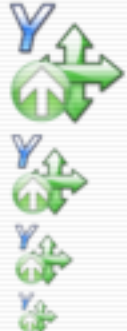
move\_y\_search



move\_y\_unlock



move\_y\_up



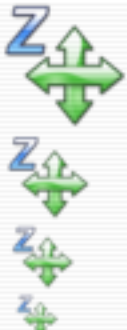
move\_y\_write



move\_y\_zoom



move\_z



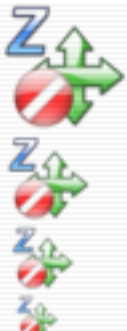
move\_z\_add



move\_z\_back



move\_z\_cancel



move\_z\_clock



move\_z\_close





move\_z\_config



move\_z\_delete



move\_z\_down



move\_z\_fav



move\_z\_help



move\_z\_info



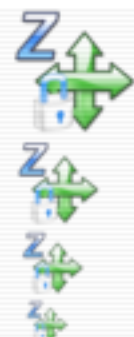
move\_z\_level



move\_z\_lock



move\_z\_next



move\_z\_ok



move\_z\_refresh



move\_z\_save



move\_z\_search



move\_z\_unlock

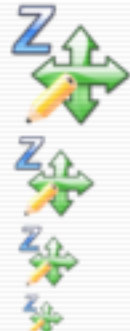


move\_z\_up

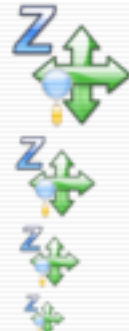




move\_z\_write



move\_z\_zoom



move\_zoom



msdl



msdl\_add



msdl\_back



msdl\_cancel



msdl\_clock



msdl\_close



msdl\_config



msdl\_delete



msdl\_down



msdl\_fav



msdl\_help



msdl\_info







msdl\_level



msdl\_lock



msdl\_next



msdl\_ok



msdl\_refresh



msdl\_save



msdl\_search



msdl\_unlock



msdl\_up



msdl\_write



msdl\_zoom



nff\_a



nff\_a\_add



nff\_a\_back



nff\_a\_cancel





nff\_a\_clock



nff\_a\_close



nff\_a\_config



nff\_a\_delete



nff\_a\_down



nff\_a\_fav



nff\_a\_help



nff\_a\_info



nff\_a\_level



nff\_a\_lock



nff\_a\_next



nff\_a\_ok



nff\_a\_refresh



nff\_a\_save



nff\_a\_search





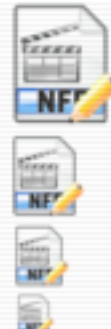
nff\_a\_unlock



nff\_a\_up



nff\_a\_write



nff\_a\_zoom



nff\_b



nff\_b\_add



nff\_b\_back



nff\_b\_cancel



nff\_b\_clock



nff\_b\_close



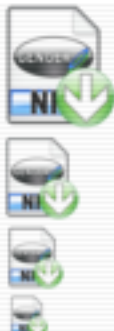
nff\_b\_config



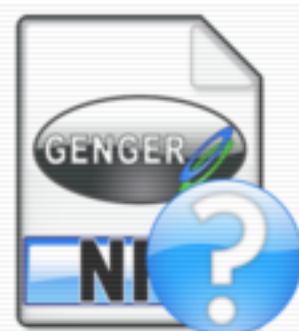
nff\_b\_delete



nff\_b\_down



nff\_b\_fav



nff\_b\_help





nff\_b\_info



nff\_b\_level



nff\_b\_lock



nff\_b\_next



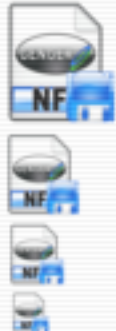
nff\_b\_ok



nff\_b\_refresh



nff\_b\_save



nff\_b\_search



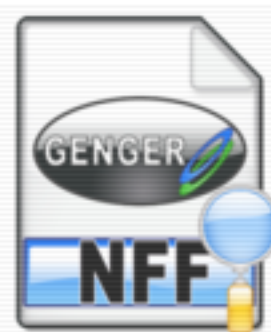
nff\_b\_unlock



nff\_b\_up



nff\_b\_write



nff\_b\_zoom



normals



normals\_add



normals\_back







normals\_cancel



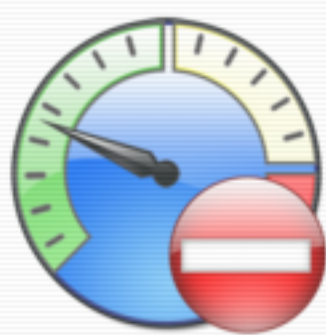
normals\_clock



normals\_close



normals\_config



normals\_delete



normals\_down



normals\_fav



normals\_help



normals\_info



normals\_level



normals\_lock



normals\_next



normals\_ok



normals\_refresh



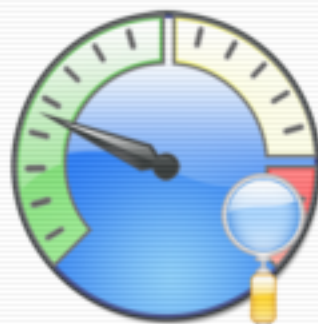
normals\_save



normals\_search

normals\_unlock

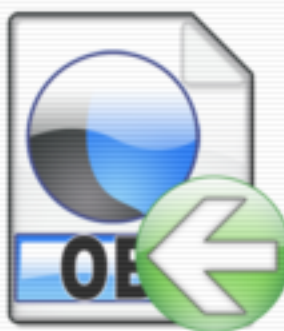
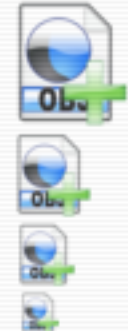
normals\_up



normals\_write

normals\_zoom

obj



obj\_add

obj\_back

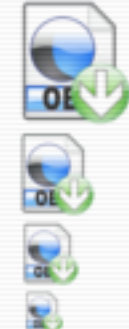
obj\_cancel



obj\_clock

obj\_close

obj\_config



obj\_delete

obj\_down

obj\_fav



obj\_help



obj\_info



obj\_level



obj\_lock



obj\_next



obj\_ok



obj\_refresh



obj\_save



obj\_search



obj\_unlock



obj\_up



obj\_write



obj\_zoom

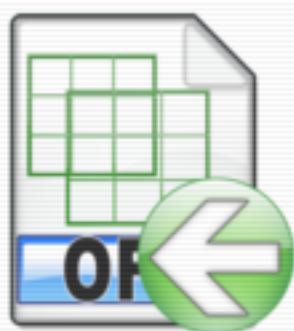


off



off\_add

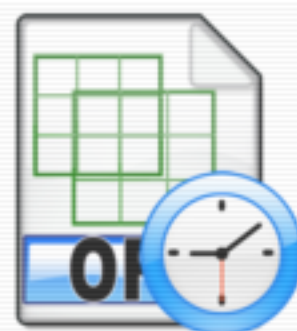




off\_back



off\_cancel



off\_clock



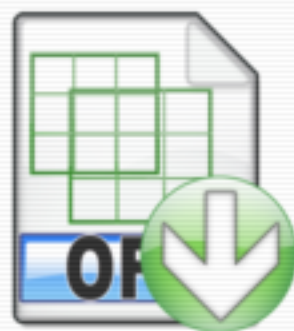
off\_close



off\_config



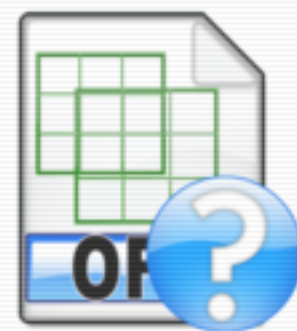
off\_delete



off\_down



off\_fav



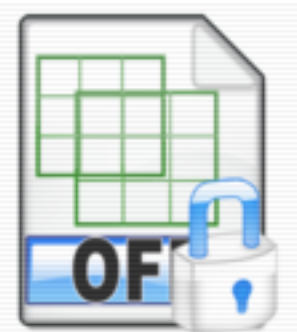
off\_help



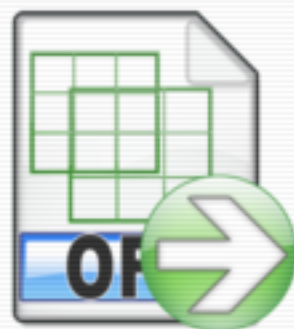
off\_info



off\_level



off\_lock



off\_next



off\_ok



off\_refresh







off\_save



off\_search



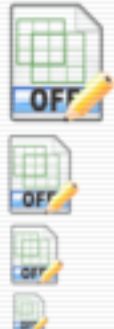
off\_unlock



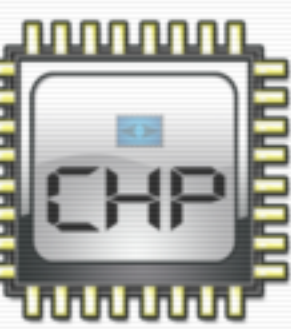
off\_up



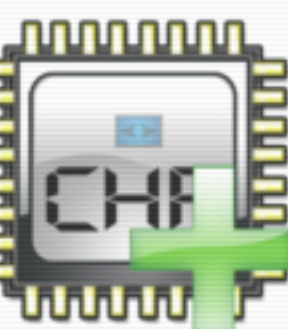
off\_write



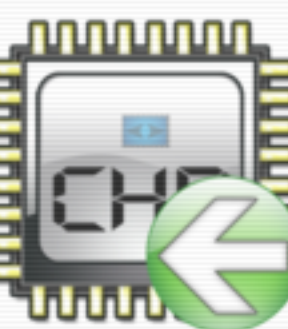
off\_zoom



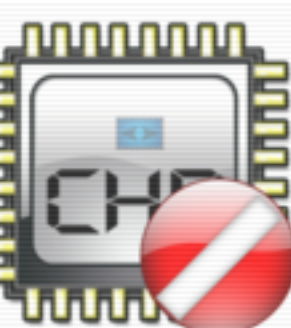
on\_chip\_cache



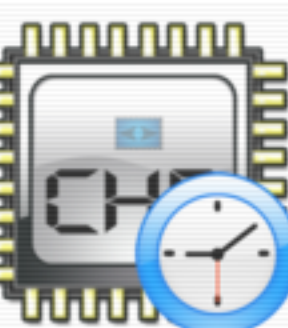
on\_chip\_cache\_add



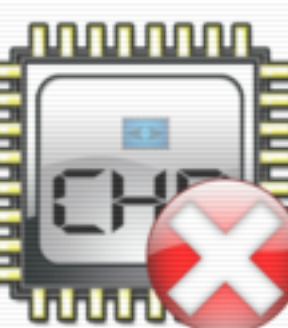
on\_chip\_cache\_back



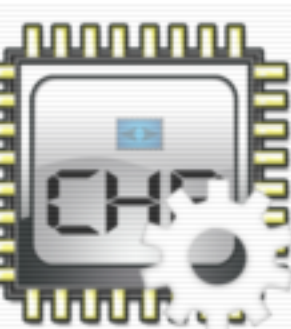
on\_chip\_cache\_cancel



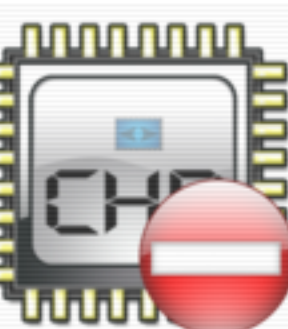
on\_chip\_cache\_clock



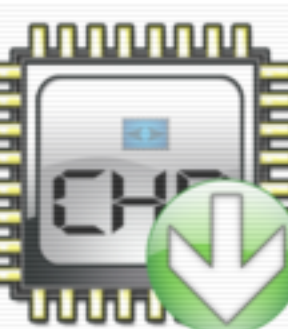
on\_chip\_cache\_close



on\_chip\_cache\_config



on\_chip\_cache\_delete

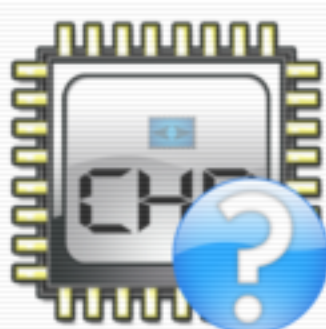


on\_chip\_cache\_down

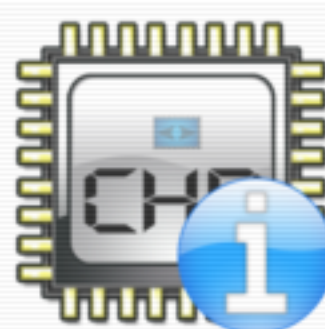




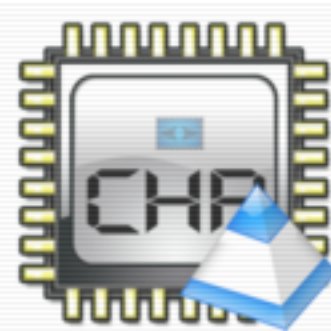
on\_chip\_cache\_fav



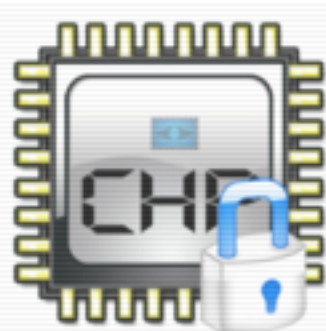
on\_chip\_cache\_help



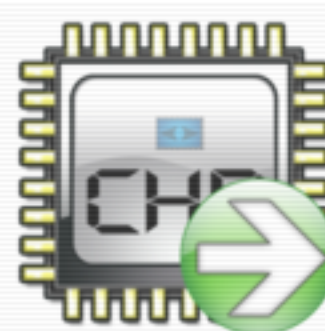
on\_chip\_cache\_info



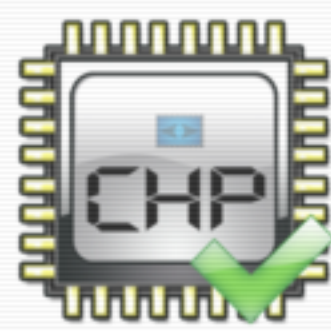
on\_chip\_cache\_level



on\_chip\_cache\_lock



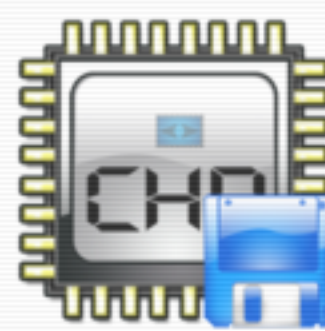
on\_chip\_cache\_next



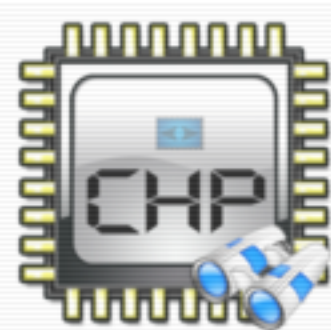
on\_chip\_cache\_ok



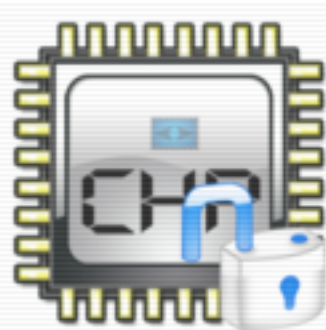
on\_chip\_cache\_refresh



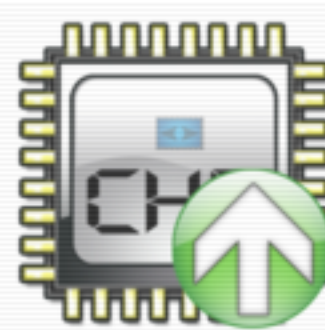
on\_chip\_cache\_save



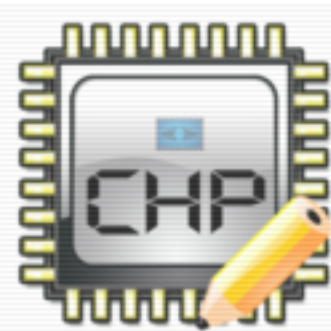
on\_chip\_cache\_search



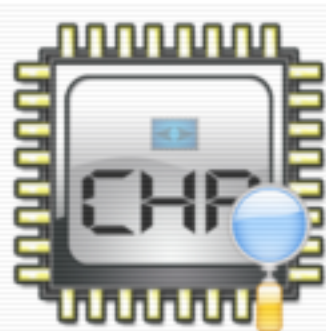
on\_chip\_cache\_unlock



on\_chip\_cache\_up



on\_chip\_cache\_write



on\_chip\_cache\_zoom



oogl





oogl\_add



oogl\_back



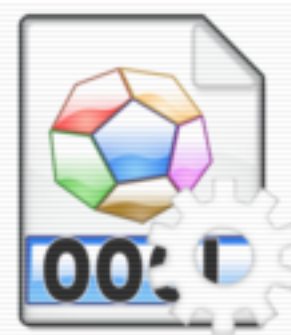
oogl\_cancel



oogl\_clock



oogl\_close



oogl\_config



oogl\_delete



oogl\_down



oogl\_fav



oogl\_help



oogl\_info



oogl\_level



oogl\_lock



oogl\_next



oogl\_ok





ogl\_refresh



ogl\_save



ogl\_search



ogl\_unlock



ogl\_up



ogl\_write



ogl\_zoom



openGL



openGL\_add



openGL\_back



openGL\_cancel



openGL\_clock



openGL\_close



openGL\_config



openGL\_delete







openGL\_down



openGL\_fav



openGL\_help



openGL\_info



openGL\_level



openGL\_lock



openGL\_next



openGL\_ok



openGL\_refresh



openGL\_save



openGL\_search



openGL\_unlock



openGL\_up



openGL\_write



openGL\_zoom



particle\_system



particle\_system\_add



particle\_system\_back



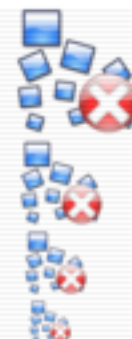
particle\_system\_cancel



particle\_system\_clock



particle\_system\_close



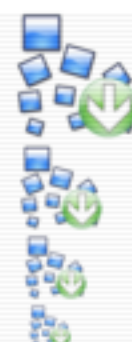
particle\_system\_config



particle\_system\_delete



particle\_system\_down



particle\_system\_fav



particle\_system\_help



particle\_system\_info



particle\_system\_level



particle\_system\_lock



particle\_system\_next





particle\_system\_ok



particle\_system\_refresh



particle\_system\_save



particle\_system\_search



particle\_system\_unlock



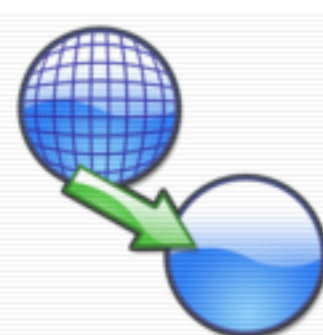
particle\_system\_up



particle\_system\_write



particle\_system\_zoom



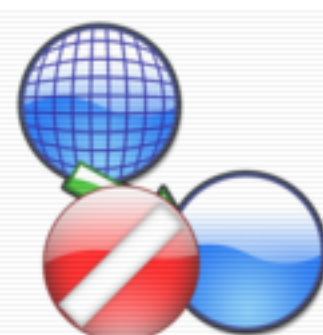
phong\_shading



phong\_shading\_add



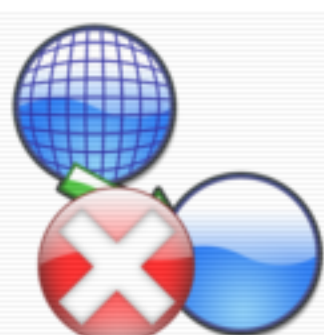
phong\_shading\_back



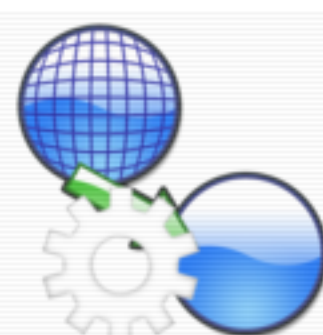
phong\_shading\_cancel



phong\_shading\_clock

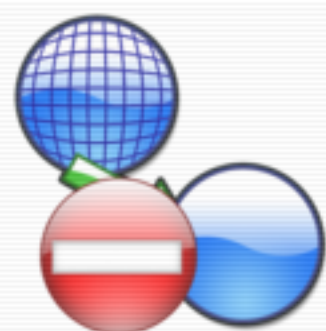


phong\_shading\_close

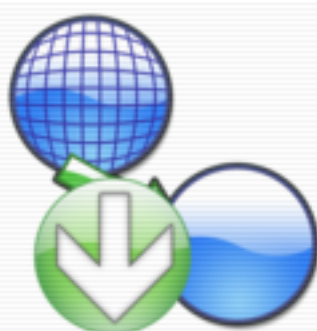


phong\_shading\_config





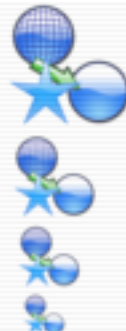
phong\_shading\_delete



phong\_shading\_down



phong\_shading\_fav



phong\_shading\_help



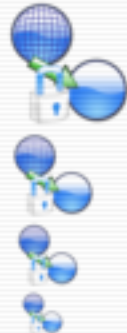
phong\_shading\_info



phong\_shading\_level



phong\_shading\_lock



phong\_shading\_next



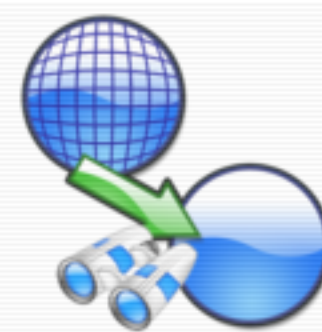
phong\_shading\_ok



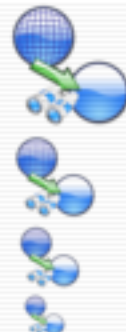
phong\_shading\_refresh



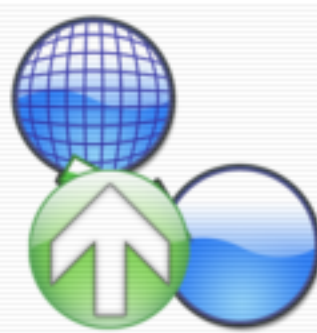
phong\_shading\_save



phong\_shading\_search



phong\_shading\_unlock



phong\_shading\_up



phong\_shading\_write







phong\_shading\_zoom



pivot\_point



pivot\_point\_add



pivot\_point\_back



pivot\_point\_cancel



pivot\_point\_clock



pivot\_point\_close



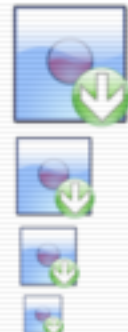
pivot\_point\_config



pivot\_point\_delete



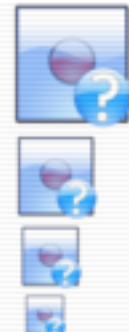
pivot\_point\_down



pivot\_point\_fav



pivot\_point\_help



pivot\_point\_info



pivot\_point\_level



pivot\_point\_lock





pivot\_point\_next



pivot\_point\_ok



pivot\_point\_refresh



pivot\_point\_save



pivot\_point\_search



pivot\_point\_unlock



pivot\_point\_up



pivot\_point\_write



pivot\_point\_zoom



plane



plane\_add



plane\_back



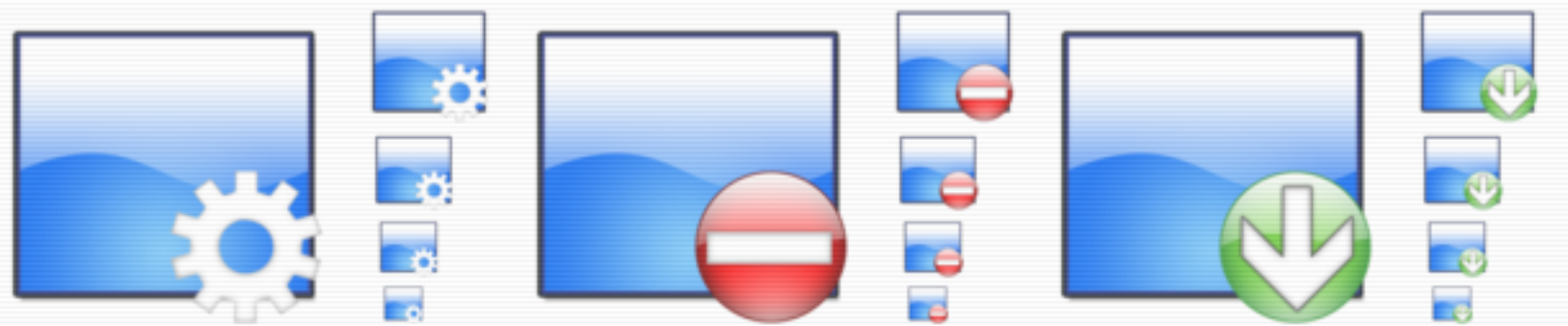
plane\_cancel



plane\_clock



plane\_close



plane\_config

plane\_delete

plane\_down



plane\_fav

plane\_help

plane\_info



plane\_level

plane\_lock

plane\_next



plane\_ok

plane\_refresh

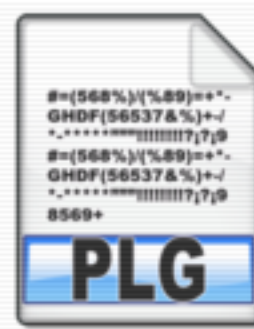
plane\_save



plane\_search

plane\_unlock

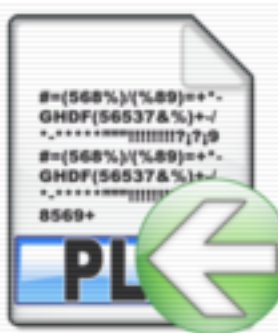
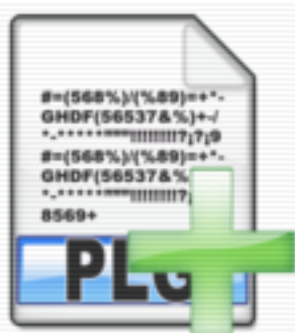
plane\_up



plane\_write

plane\_zoom

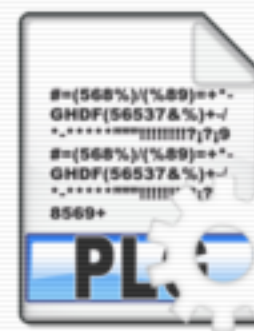
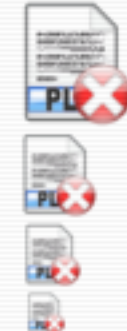
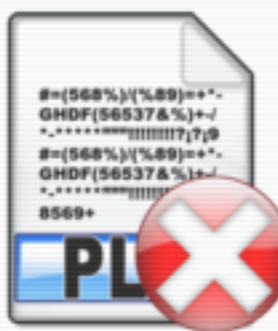
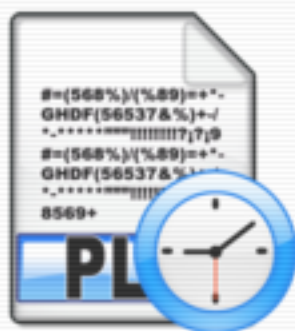
plg



plg\_add

plg\_back

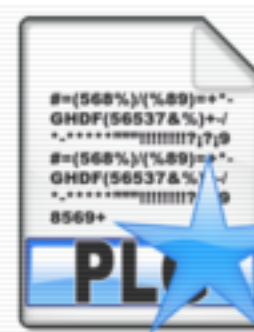
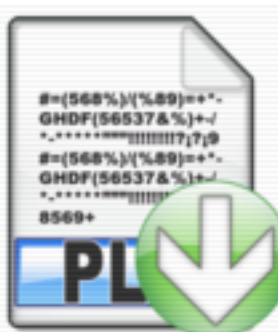
plg\_cancel



plg\_clock

plg\_close

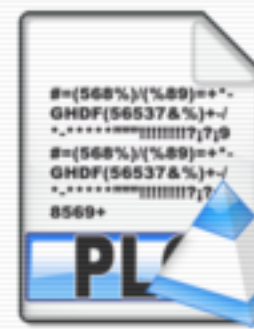
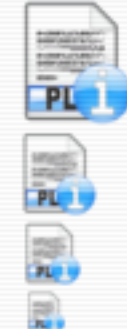
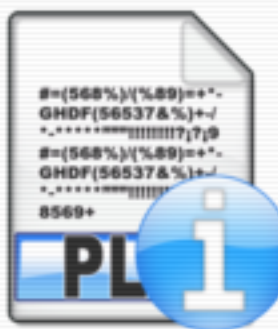
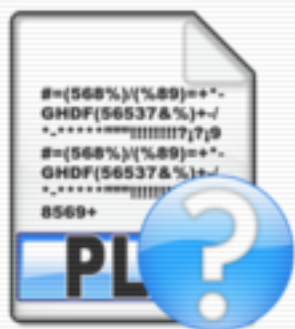
plg\_config



plg\_delete

plg\_down

plg\_fav

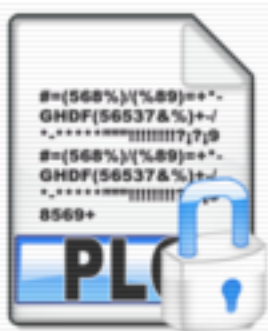


plg\_help

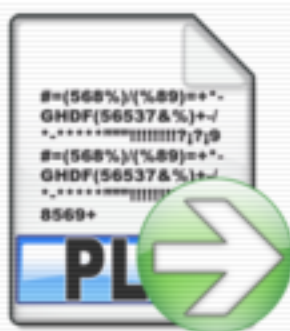
plg\_info

plg\_level

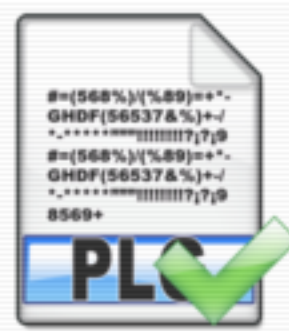




plg\_lock



plg\_next



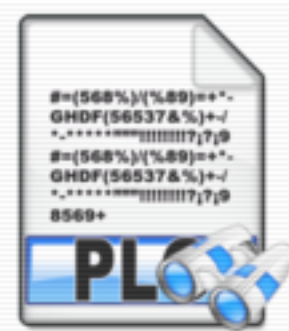
plg\_ok



plg\_refresh



plg\_save



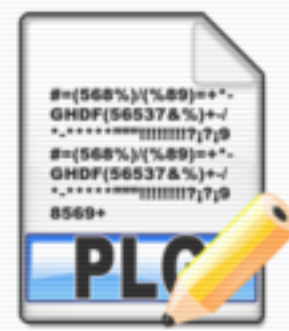
plg\_search



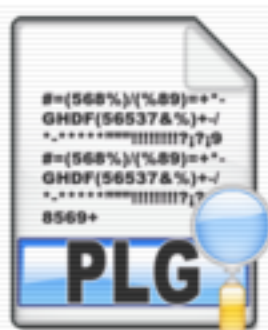
plg\_unlock



plg\_up



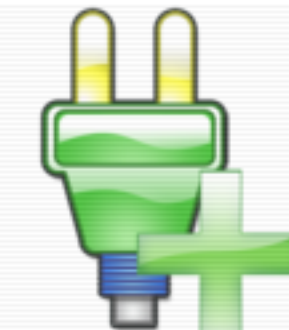
plg\_write



plg\_zoom



plug\_in



plug\_in\_add



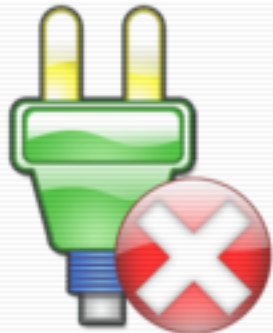
plug\_in\_back



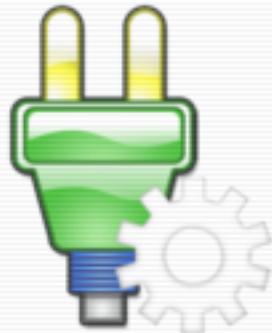
plug\_in\_cancel



plug\_in\_clock



plug\_in\_close



plug\_in\_config



plug\_in\_delete



plug\_in\_down



plug\_in\_fav



plug\_in\_help



plug\_in\_info



plug\_in\_level



plug\_in\_lock



plug\_in\_next



plug\_in\_ok



plug\_in\_refresh



plug\_in\_save



plug\_in\_search



plug\_in\_unlock



plug\_in\_up



plug\_in\_write



plug\_in\_zoom



polygon



polygon\_add



polygon\_back



polygon\_cancel



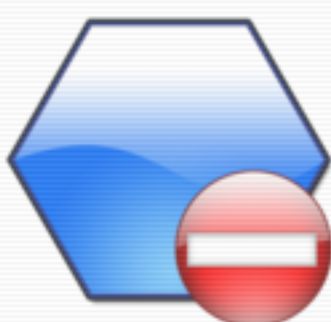
polygon\_clock



polygon\_close



polygon\_config



polygon\_delete



polygon\_down



polygon\_fav



polygon\_help



polygon\_info





polygon\_level

polygon\_lock

polygon\_next



polygon\_ok

polygon\_refresh

polygon\_save



polygon\_search

polygon\_unlock

polygon\_up



polygon\_write

polygon\_zoom

polymesh

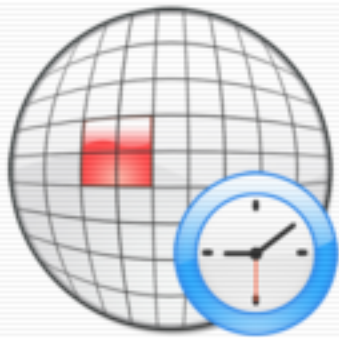


polymesh\_add

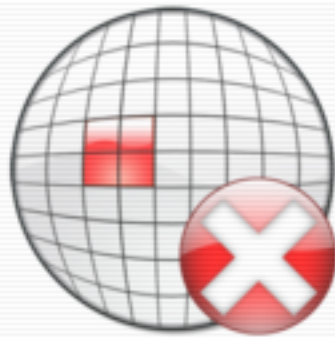
polymesh\_back

polymesh\_cancel

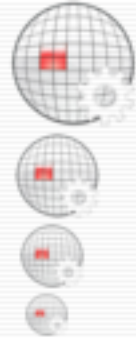
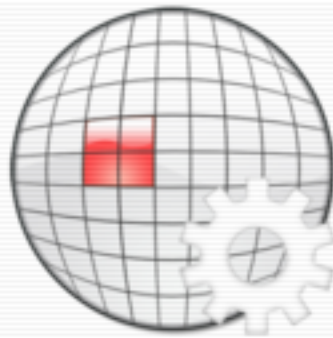




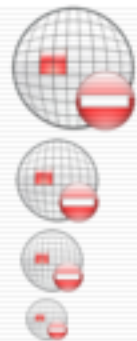
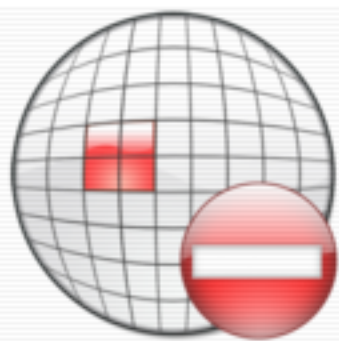
polymesh\_clock



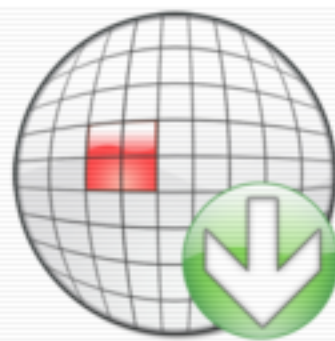
polymesh\_close



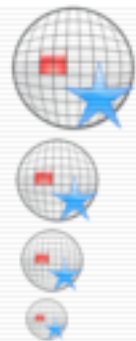
polymesh\_config



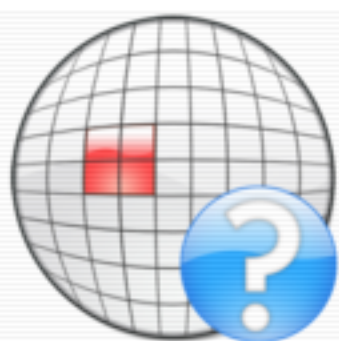
polymesh\_delete



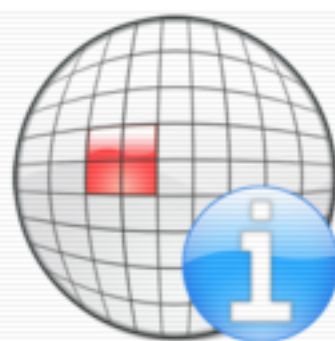
polymesh\_down



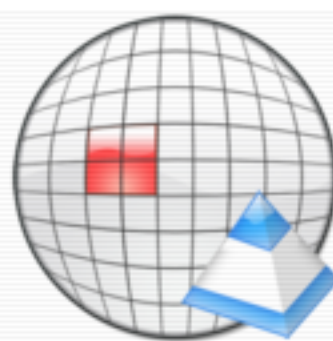
polymesh\_fav



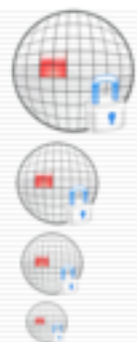
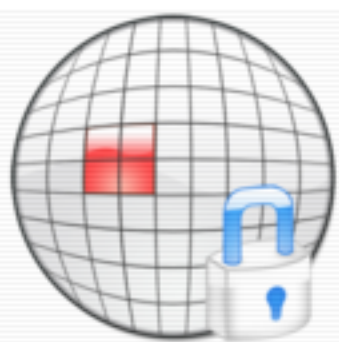
polymesh\_help



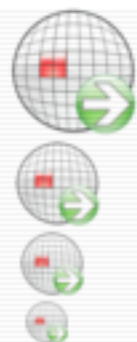
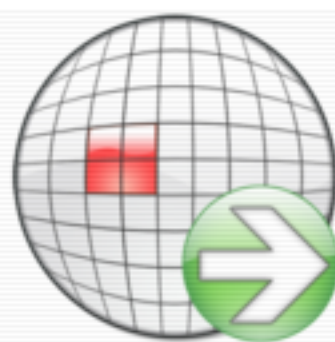
polymesh\_info



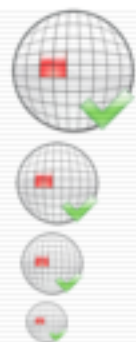
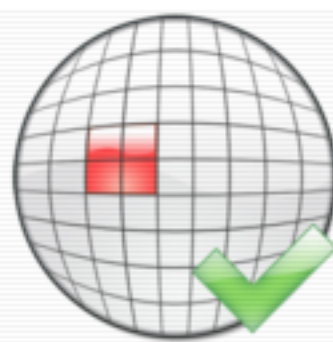
polymesh\_level



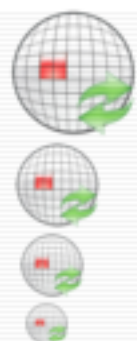
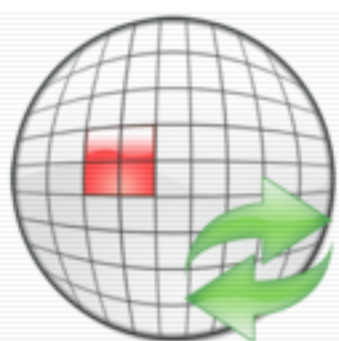
polymesh\_lock



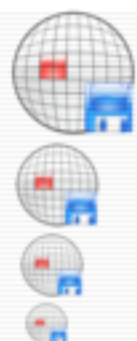
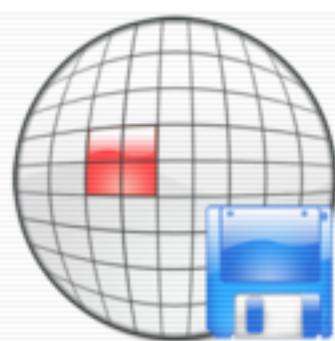
polymesh\_next



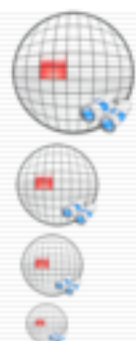
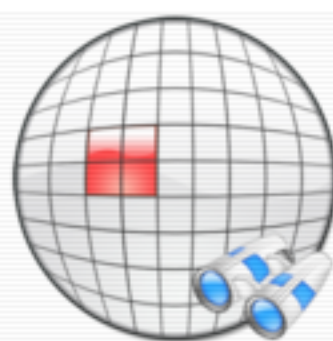
polymesh\_ok



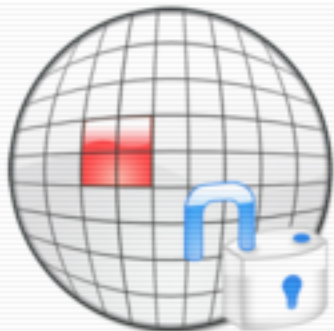
polymesh\_refresh



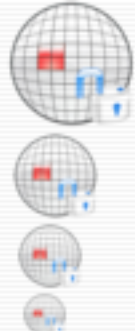
polymesh\_save



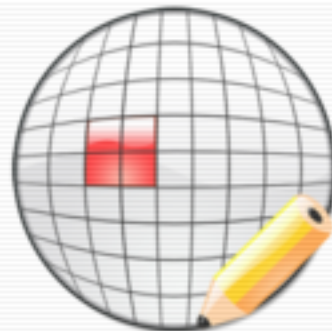
polymesh\_search



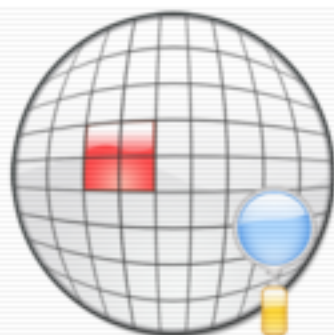
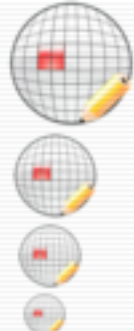
polymesh\_unlock



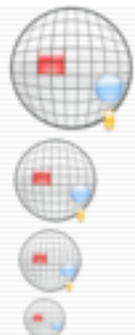
polymesh\_up



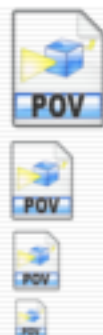
polymesh\_write



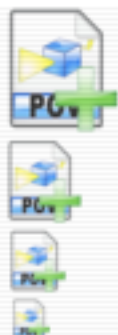
polymesh\_zoom



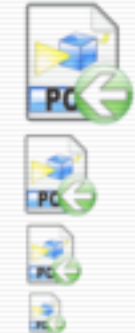
pov



pov\_add



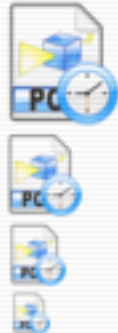
pov\_back



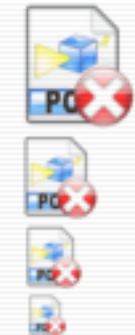
pov\_cancel



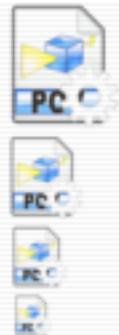
pov\_clock



pov\_close



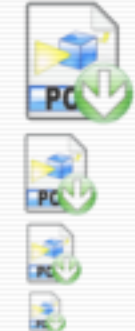
pov\_config



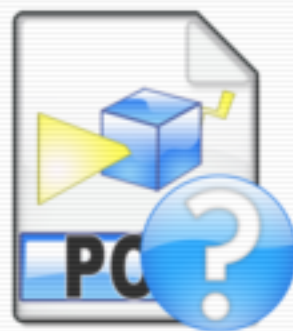
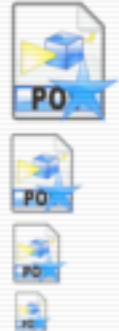
pov\_delete



pov\_down



pov\_fav

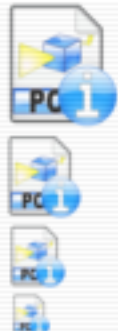


pov\_help

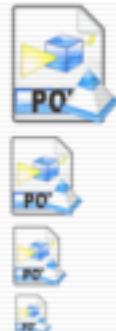




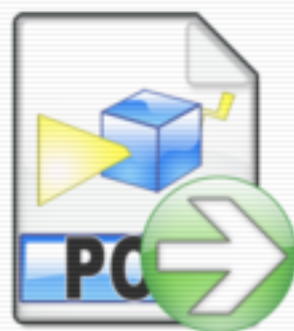
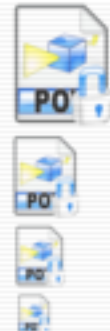
pov\_info



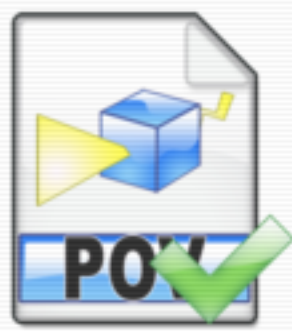
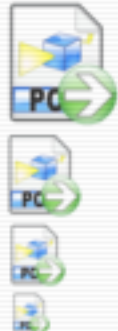
pov\_level



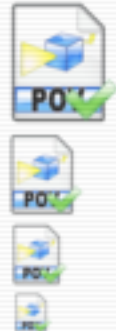
pov\_lock



pov\_next



pov\_ok



pov\_refresh



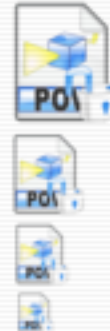
pov\_save



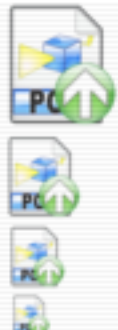
pov\_search



pov\_unlock



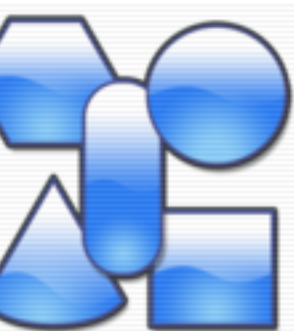
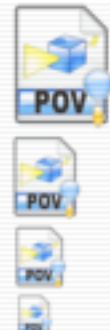
pov\_up



pov\_write



pov\_zoom



primitives

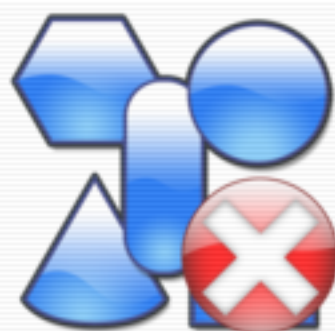


primitives\_add



primitives\_back

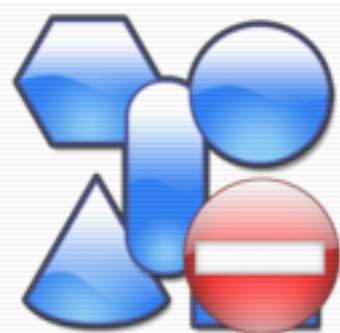




primitives\_cancel

primitives\_clock

primitives\_close



primitives\_config

primitives\_delete

primitives\_down



primitives\_fav

primitives\_help

primitives\_info



primitives\_level

primitives\_lock

primitives\_next



primitives\_ok

primitives\_refresh

primitives\_save





primitives\_search



primitives\_unlock



primitives\_up



primitives\_write



primitives\_zoom



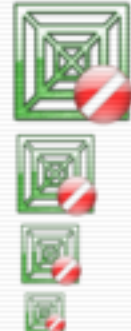
procedural\_texture



procedural\_texture\_add



procedural\_texture\_back



procedural\_texture\_cancel



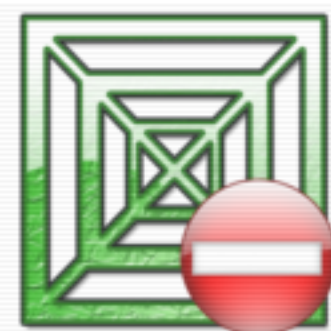
procedural\_texture\_clock



procedural\_texture\_close



procedural\_texture\_config



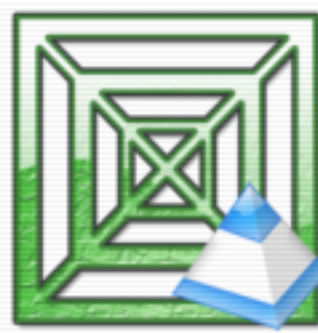
procedural\_texture\_delete



procedural\_texture\_down



procedural\_texture\_fav



procedural\_texture\_help

procedural\_texture\_info

procedural\_texture\_level



procedural\_texture\_lock

procedural\_texture\_next

procedural\_texture\_ok



procedural\_texture\_refresh

procedural\_texture\_save

procedural\_texture\_search



procedural\_texture\_unlock

procedural\_texture\_up

procedural\_texture\_write



procedural\_texture\_zoom

qd3d

qd3d\_add



qd3d\_back



qd3d\_cancel



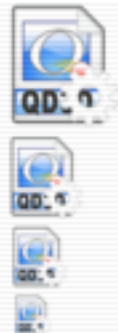
qd3d\_cancel



qd3d\_close



qd3d\_close



qd3d\_close



qd3d\_down



qd3d\_down



qd3d\_down



qd3d\_fav



qd3d\_fav



qd3d\_fav



qd3d\_info



qd3d\_info



qd3d\_info



qd3d\_info

qd3d\_info

qd3d\_info

qd3d\_info

qd3d\_info

qd3d\_info



qd3d\_save



qd3d\_search



qd3d\_unlock



qd3d\_up



qd3d\_write



qd3d\_zoom



quick\_render



quick\_render\_add



quick\_render\_back



quick\_render\_cancel



quick\_render\_clock



quick\_render\_close



quick\_render\_config



quick\_render\_delete



quick\_render\_down







quick\_render\_fav



quick\_render\_help



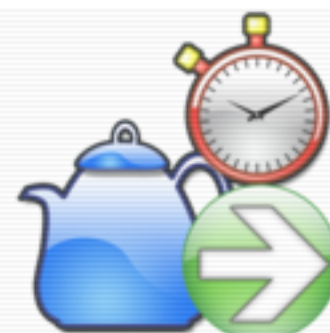
quick\_render\_info



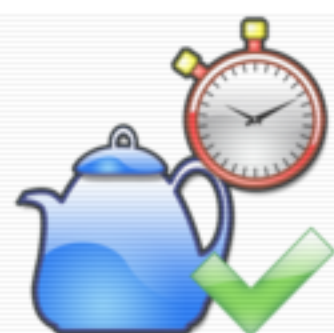
quick\_render\_level



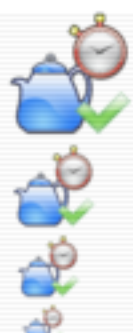
quick\_render\_lock



quick\_render\_next



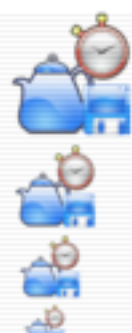
quick\_render\_ok



quick\_render\_refresh



quick\_render\_save



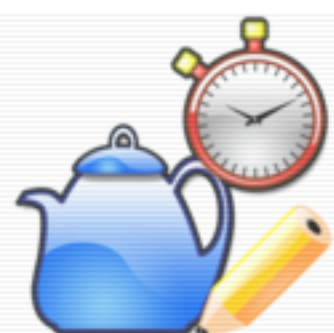
quick\_render\_search



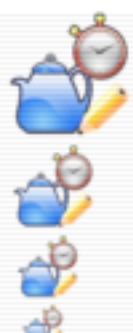
quick\_render\_unlock



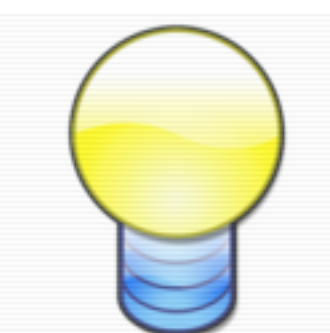
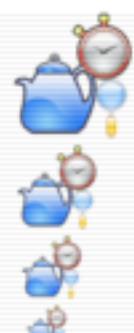
quick\_render\_up



quick\_render\_write



quick\_render\_zoom



radial\_light





radial\_light\_add



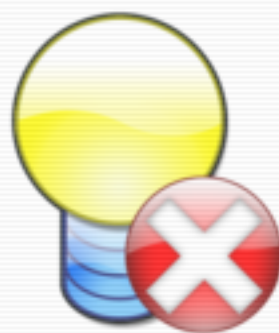
radial\_light\_back



radial\_light\_cancel



radial\_light\_clock



radial\_light\_close



radial\_light\_config



radial\_light\_delete



radial\_light\_down



radial\_light\_fav



radial\_light\_help



radial\_light\_info



radial\_light\_level



radial\_light\_lock



radial\_light\_next



radial\_light\_ok



radial\_light\_refresh



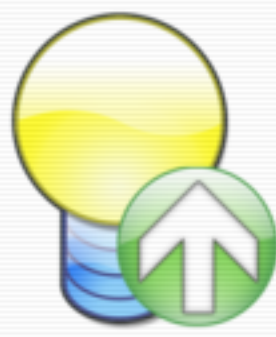
radial\_light\_save



radial\_light\_search



radial\_light\_unlock



radial\_light\_up



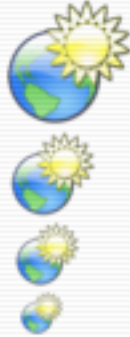
radial\_light\_write



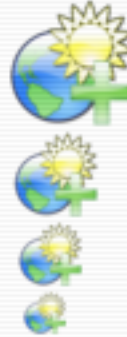
radial\_light\_zoom



radiosity



radiosity\_add



radiosity\_back



radiosity\_cancel



radiosity\_clock



radiosity\_close



radiosity\_config



radiosity\_delete





radiosity\_down



radiosity\_fav



radiosity\_help



radiosity\_info



radiosity\_level



radiosity\_lock



radiosity\_next



radiosity\_ok



radiosity\_refresh



radiosity\_save



radiosity\_search



radiosity\_unlock



radiosity\_up



radiosity\_write

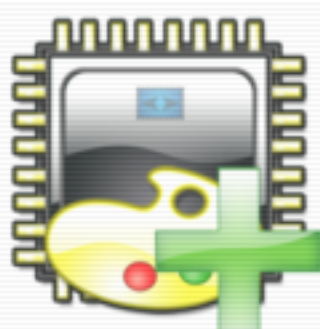


radiosity\_zoom

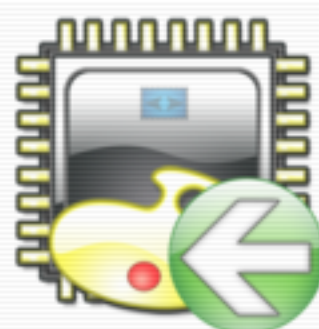




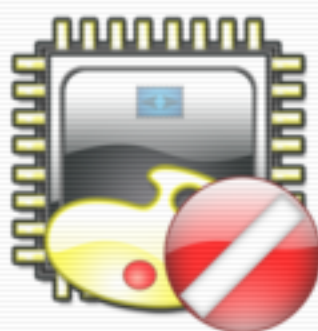
randac



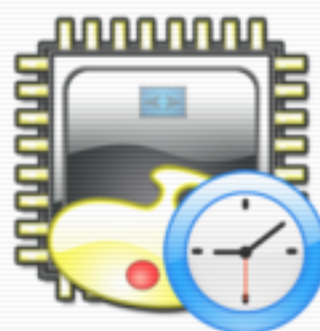
randac\_add



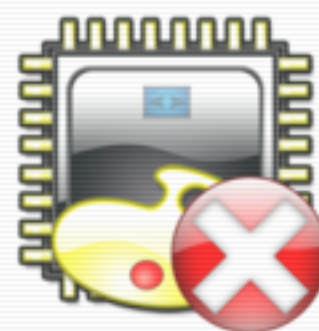
randac\_back



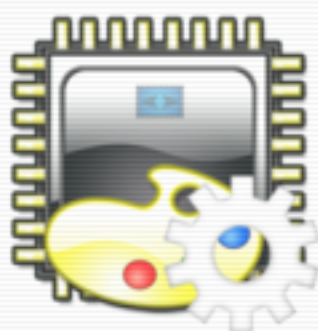
randac\_cancel



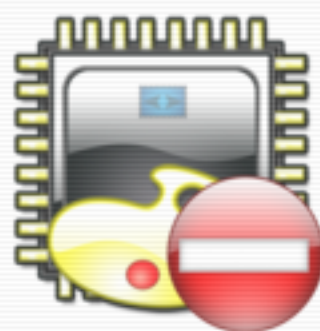
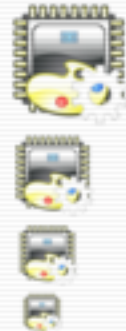
randac\_clock



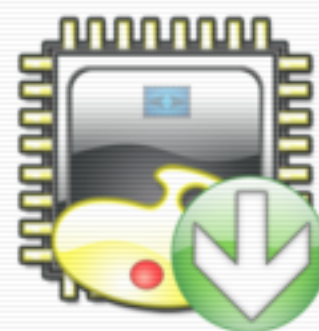
randac\_close



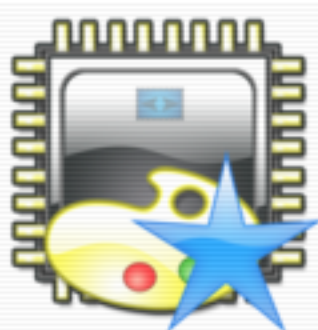
randac\_config



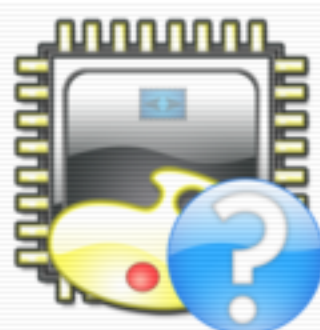
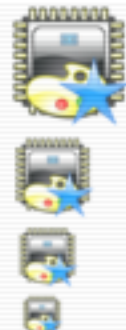
randac\_delete



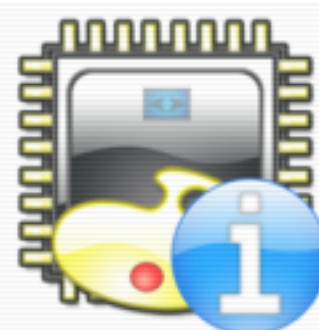
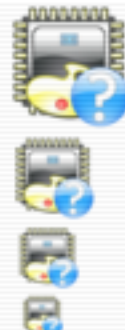
randac\_down



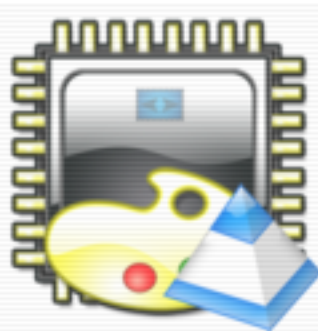
randac\_fav



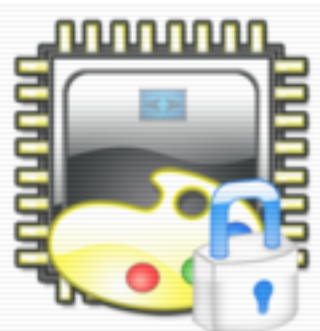
randac\_help



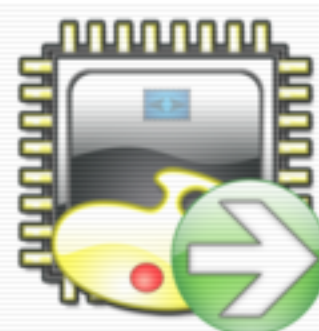
randac\_info



randac\_level

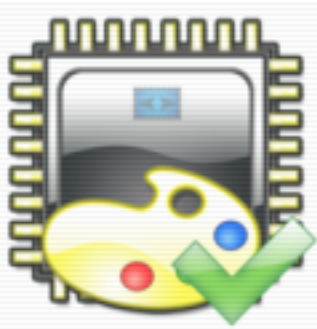


randac\_lock

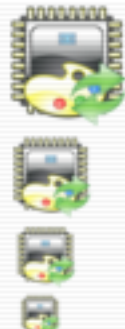


randac\_next

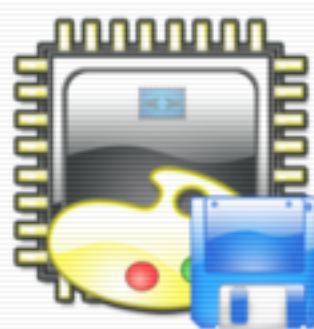




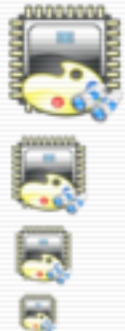
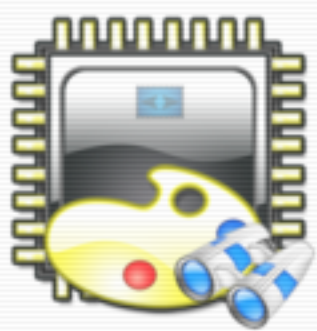
randac\_ok



randac\_refresh



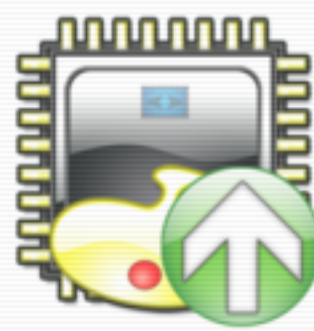
randac\_save



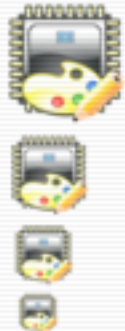
randac\_search



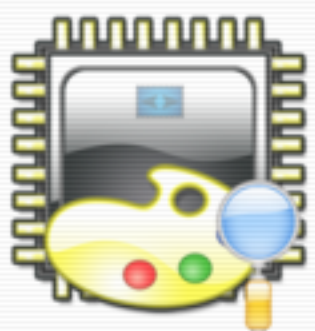
randac\_unlock



randac\_up



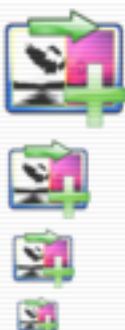
randac\_write



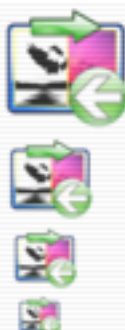
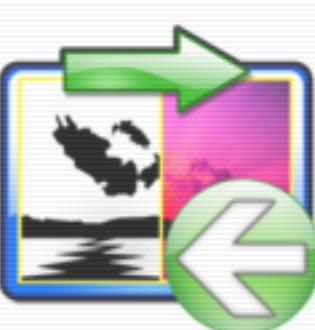
randac\_zoom



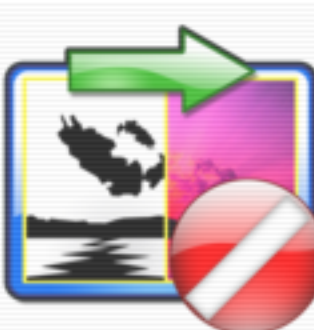
rasterization



rasterization\_add



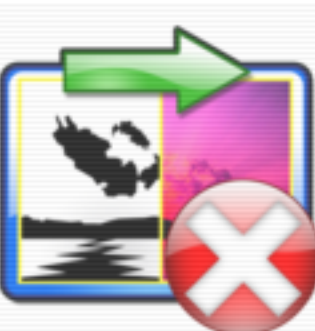
rasterization\_back



rasterization\_cancel



rasterization\_clock



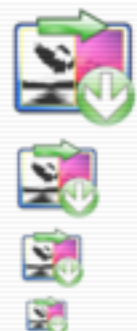
rasterization\_close



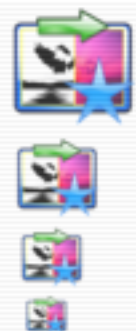
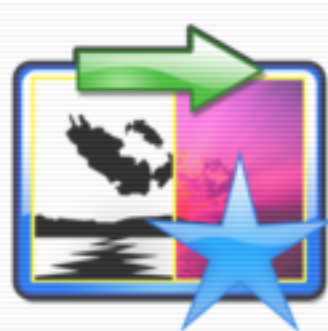
rasterization\_config



rasterization\_delete



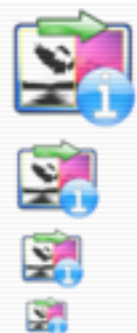
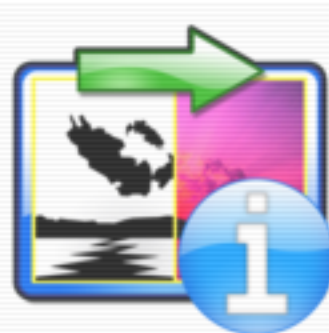
rasterization\_down



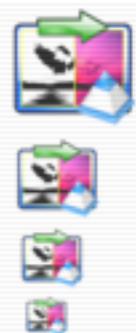
rasterization\_fav



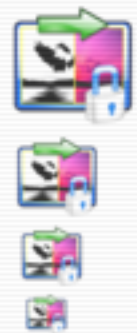
rasterization\_help



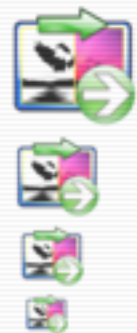
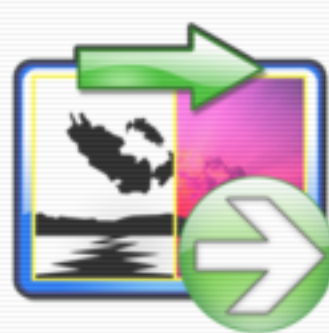
rasterization\_info



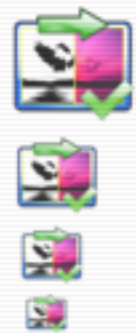
rasterization\_level



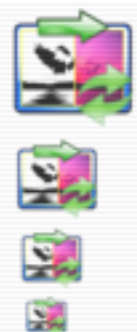
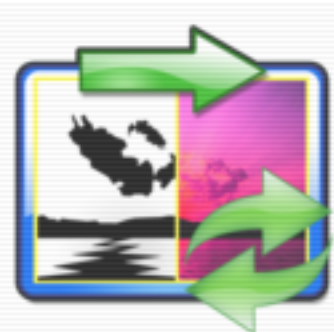
rasterization\_lock



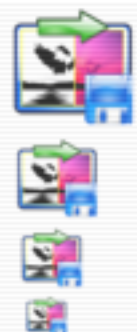
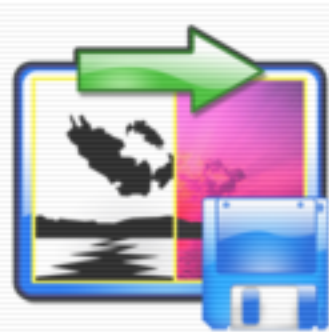
rasterization\_next



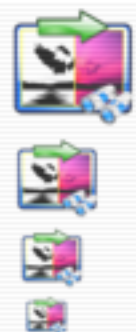
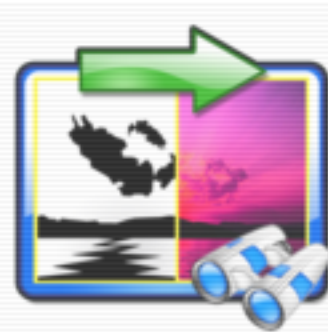
rasterization\_ok



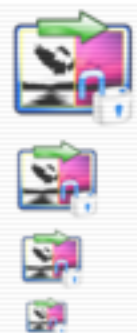
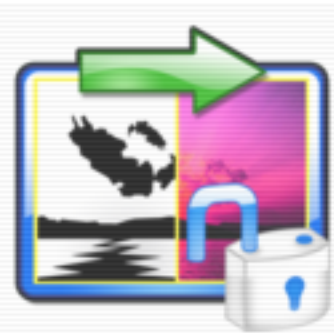
rasterization\_refresh



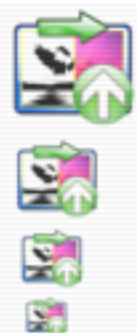
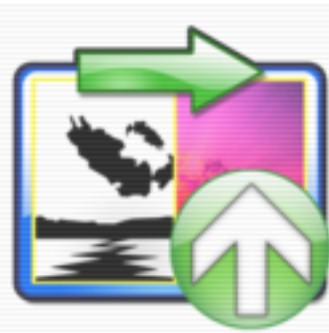
rasterization\_save



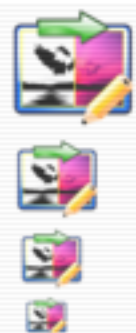
rasterization\_search



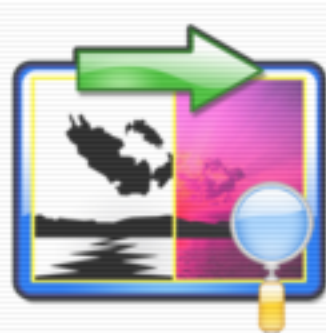
rasterization\_unlock



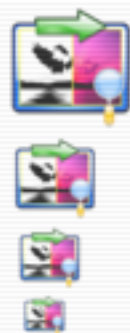
rasterization\_up



rasterization\_write



rasterization\_zoom



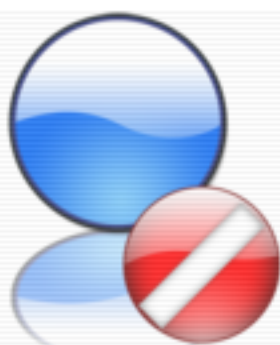
reflectivity



reflectivity\_add



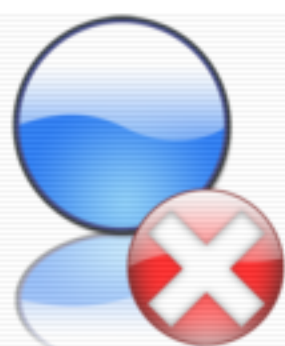
reflectivity\_back



reflectivity\_cancel



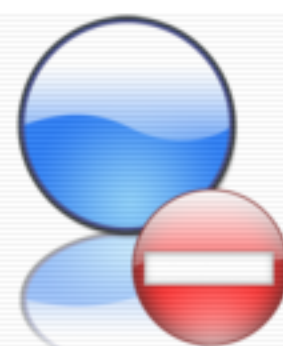
reflectivity\_clock



reflectivity\_close



reflectivity\_config



reflectivity\_delete



reflectivity\_down



reflectivity\_fav



reflectivity\_help



reflectivity\_info



reflectivity\_level



reflectivity\_lock







reflectivity\_next



reflectivity\_ok



reflectivity\_refresh



reflectivity\_save



reflectivity\_search



reflectivity\_unlock



reflectivity\_up



reflectivity\_write



reflectivity\_zoom



refraction



refraction\_add



refraction\_back



refraction\_cancel



refraction\_clock



refraction\_close



refraction\_config



refraction\_delete



refraction\_down



refraction\_fav



refraction\_help



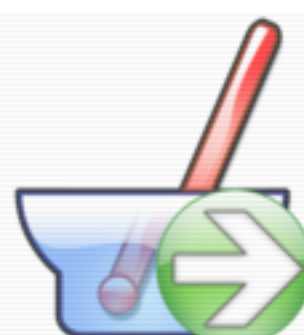
refraction\_info



refraction\_level



refraction\_lock



refraction\_next



refraction\_ok



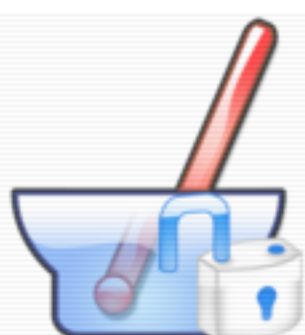
refraction\_refresh



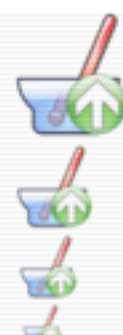
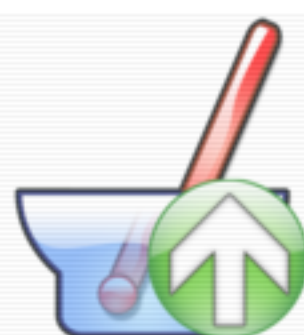
refraction\_save



refraction\_search



refraction\_unlock



refraction\_up



refraction\_write



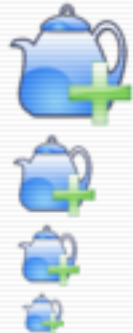
refraction\_zoom



render



render\_add



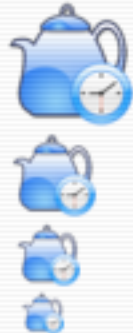
render\_back



render\_cancel



render\_clock



render\_close



render\_config



render\_delete



render\_down



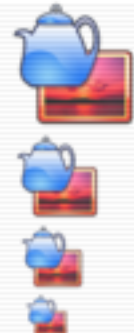
render\_fav



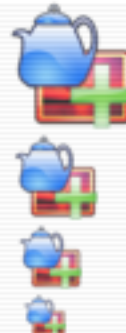
render\_help

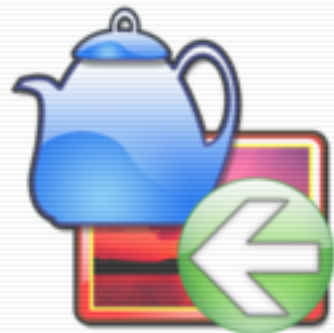


render\_image



render\_image\_add

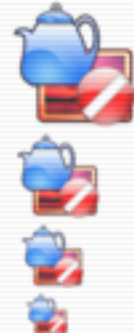




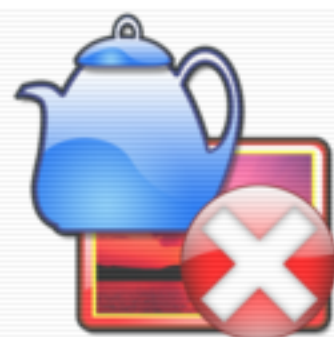
render\_image\_back



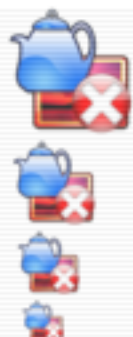
render\_image\_cancel



render\_image\_clock



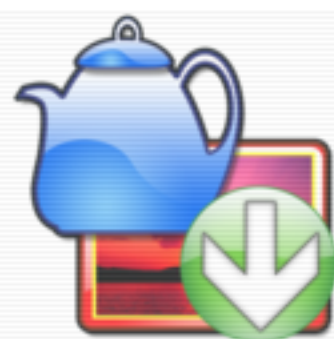
render\_image\_close



render\_image\_config



render\_image\_delete



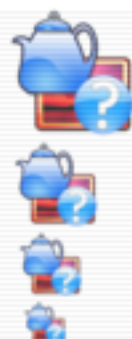
render\_image\_down



render\_image\_fav



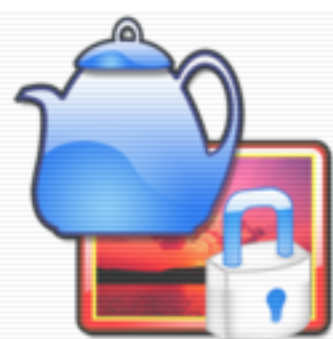
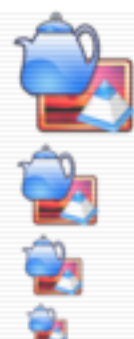
render\_image\_help



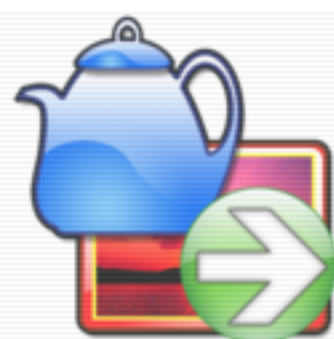
render\_image\_info



render\_image\_level



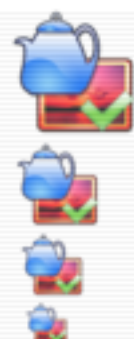
render\_image\_lock



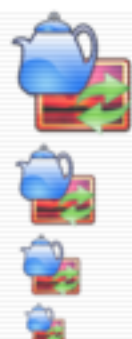
render\_image\_next



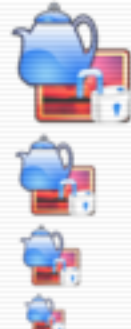
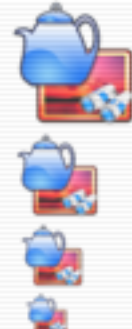
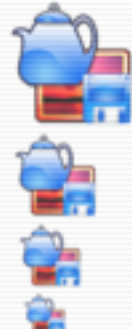
render\_image\_ok



render\_image\_refresh



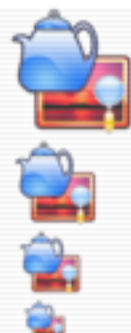
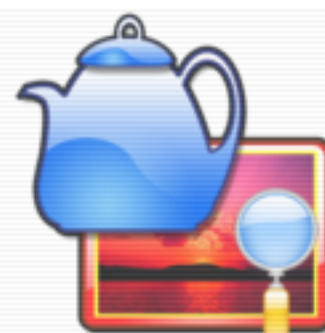




render\_image\_save

render\_image\_search

render\_image\_unlock



render\_image\_up

render\_image\_write

render\_image\_zoom



render\_info

render\_level

render\_lock



render\_next

render\_ok

render\_refresh



render\_save

render\_search

render\_unlock



render\_up



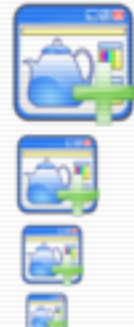
render\_write



render\_zoom



renderer



renderer\_add



renderer\_back



renderer\_cancel



renderer\_clock



renderer\_close



renderer\_config



renderer\_delete



renderer\_down



renderer\_fav



renderer\_help



renderer\_info



renderer\_level



renderer\_lock



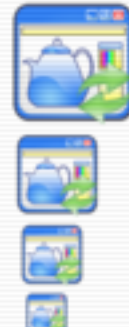
renderer\_next



renderer\_ok



renderer\_refresh



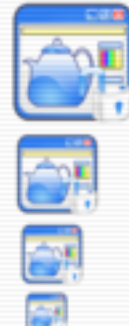
renderer\_save



renderer\_search



renderer\_unlock



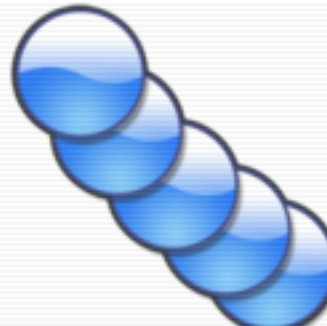
renderer\_up



renderer\_write



renderer\_zoom



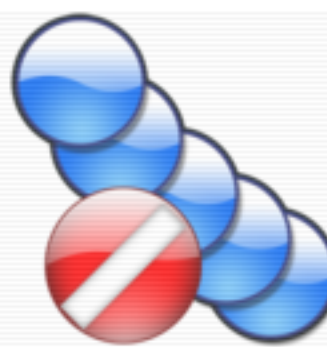
replicate\_multiple



replicate\_multiple\_add



replicate\_multiple\_back



replicate\_multiple\_cancel





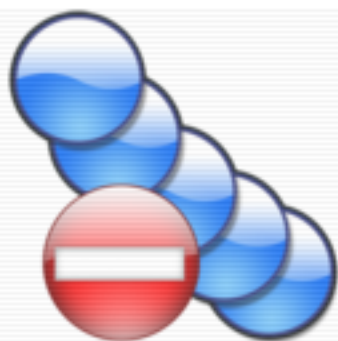
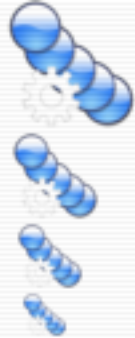
replicate\_multiple\_clock



replicate\_multiple\_close



replicate\_multiple\_config



replicate\_multiple\_delete



replicate\_multiple\_down



replicate\_multiple\_fav



replicate\_multiple\_help



replicate\_multiple\_info



replicate\_multiple\_level



replicate\_multiple\_lock



replicate\_multiple\_next



replicate\_multiple\_ok



replicate\_multiple\_refresh



replicate\_multiple\_save



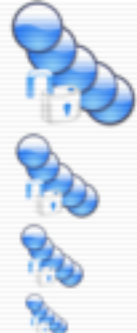
replicate\_multiple\_search







replicate\_multiple\_unlock



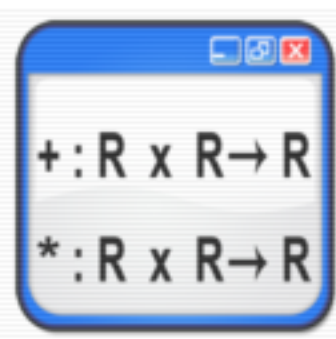
replicate\_multiple\_up



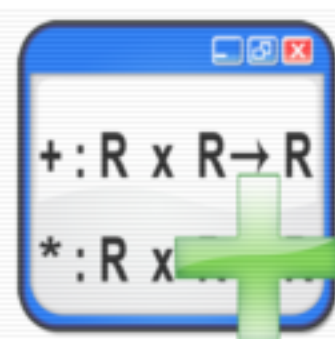
replicate\_multiple\_write



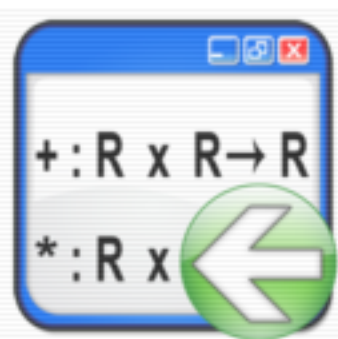
replicate\_multiple\_zoom



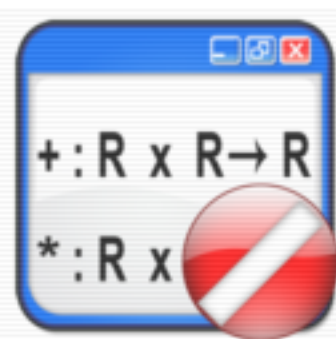
ring



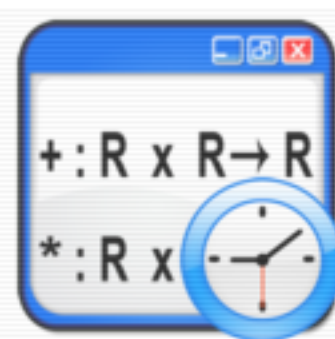
ring\_add



ring\_back



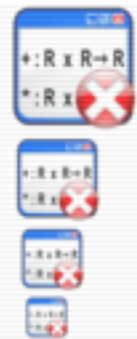
ring\_cancel



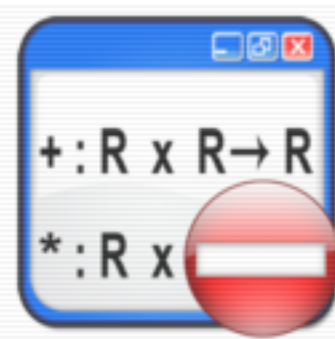
ring\_clock



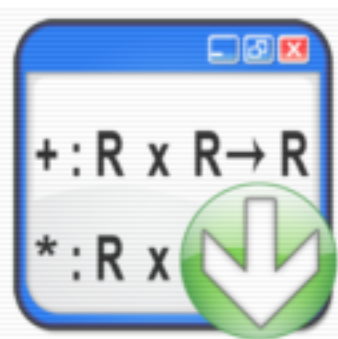
ring\_close



ring\_config



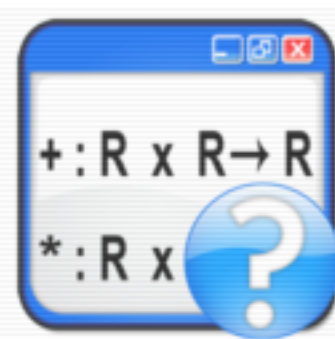
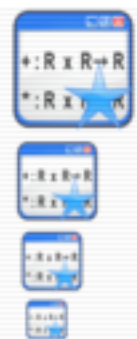
ring\_delete



ring\_down



ring\_fav



ring\_help

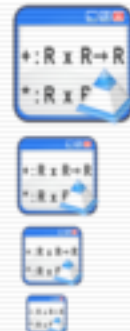




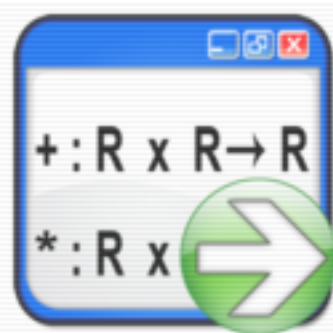
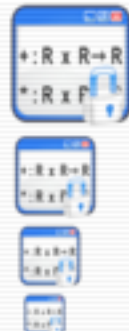
ring\_info



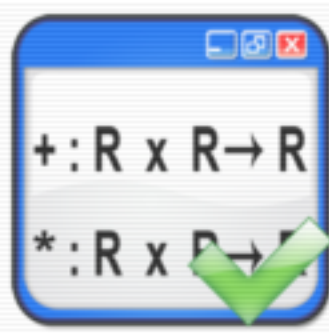
ring\_level



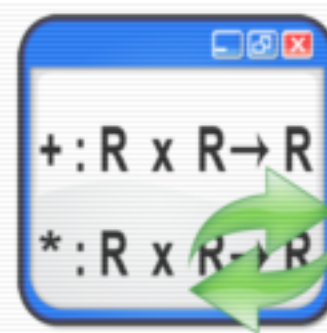
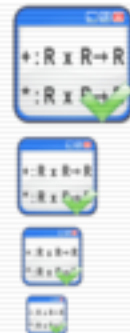
ring\_lock



ring\_next



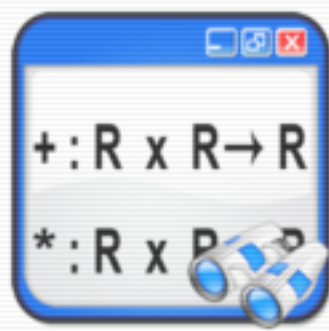
ring\_ok



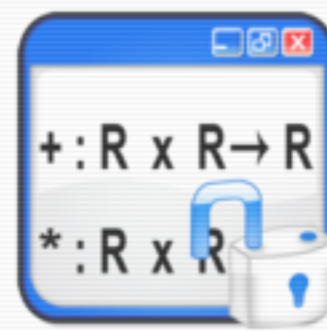
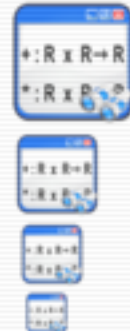
ring\_refresh



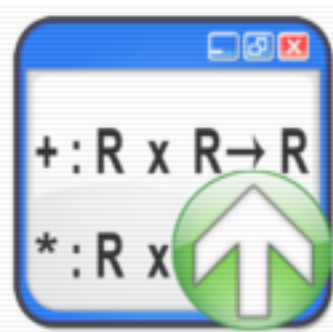
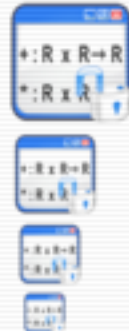
ring\_save



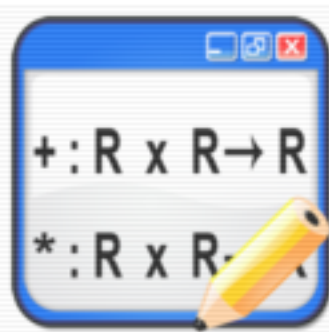
ring\_search



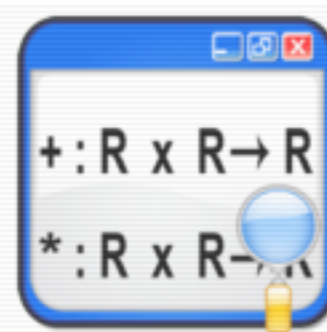
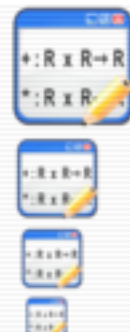
ring\_unlock



ring\_up



ring\_write



ring\_zoom



rotate



rotate\_add



rotate\_back





rotate\_camera

rotate\_camera\_add

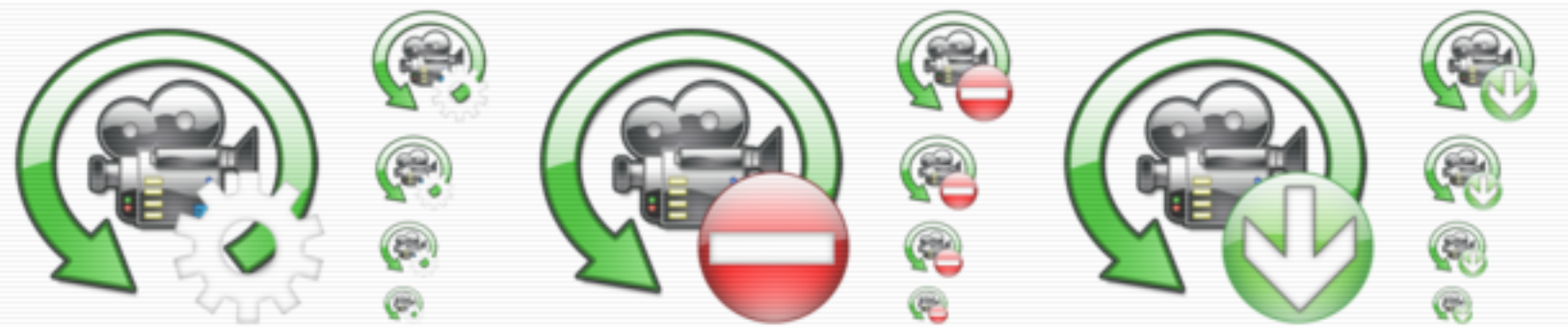
rotate\_camera\_back



rotate\_camera\_cancel

rotate\_camera\_clock

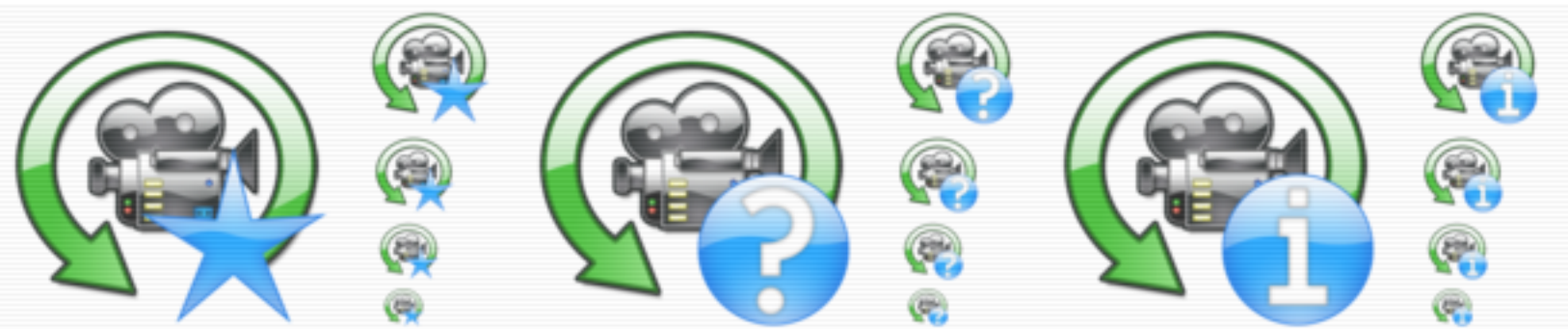
rotate\_camera\_close



rotate\_camera\_config

rotate\_camera\_delete

rotate\_camera\_down



rotate\_camera\_fav

rotate\_camera\_help

rotate\_camera\_info



rotate\_camera\_level

rotate\_camera\_lock

rotate\_camera\_next



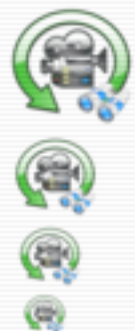
rotate\_camera\_ok



rotate\_camera\_refresh



rotate\_camera\_save



rotate\_camera\_search



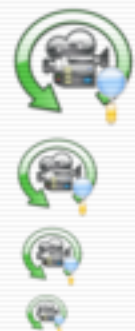
rotate\_camera\_unlock



rotate\_camera\_up



rotate\_camera\_write



rotate\_camera\_zoom



rotate\_cancel



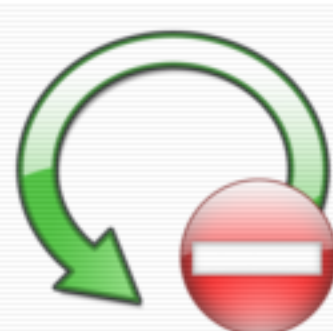
rotate\_clock



rotate\_close



rotate\_config



rotate\_delete



rotate\_down



rotate\_fav

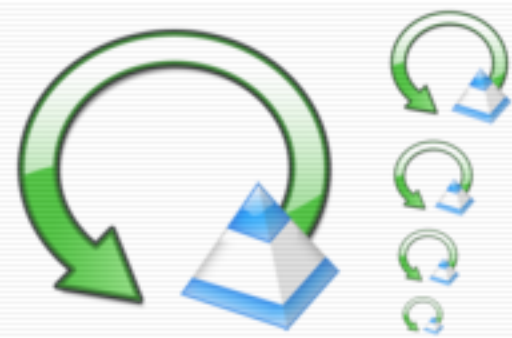




rotate\_help



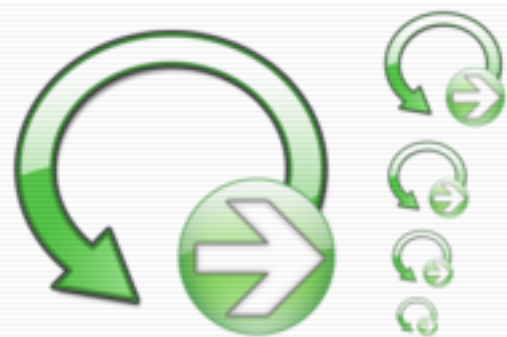
rotate\_info



rotate\_level



rotate\_lock



rotate\_next



rotate\_ok



rotate\_refresh



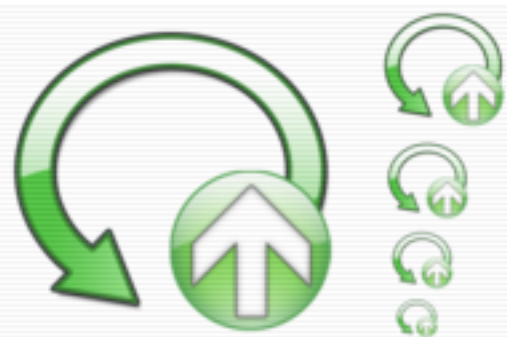
rotate\_save



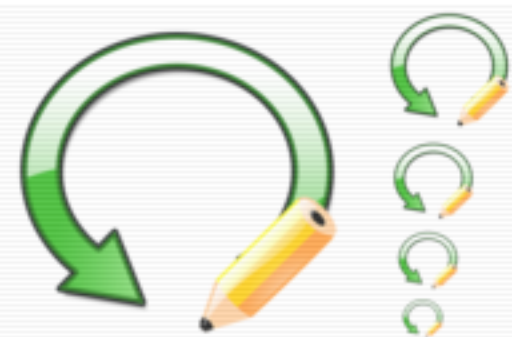
rotate\_search



rotate\_unlock



rotate\_up



rotate\_write



rotate\_x



rotate\_x\_add



rotate\_x\_back



rotate\_x\_cancel

rotate\_x\_clock

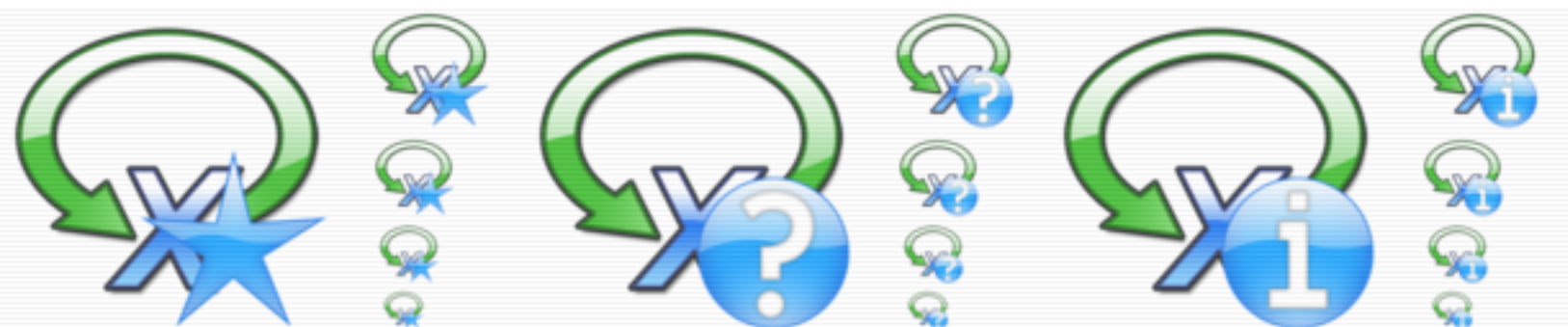
rotate\_x\_close



rotate\_x\_config

rotate\_x\_delete

rotate\_x\_down



rotate\_x\_fav

rotate\_x\_help

rotate\_x\_info



rotate\_x\_level

rotate\_x\_lock

rotate\_x\_next



rotate\_x\_ok

rotate\_x\_refresh

rotate\_x\_save



rotate\_x\_search



rotate\_x\_unlock



rotate\_x\_up



rotate\_x\_write



rotate\_x\_zoom



rotate\_y



rotate\_y\_add



rotate\_y\_back



rotate\_y\_cancel



rotate\_y\_clock



rotate\_y\_close



rotate\_y\_config



rotate\_y\_delete



rotate\_y\_down



rotate\_y\_fav





rotate\_y\_help

rotate\_y\_info

rotate\_y\_level



rotate\_y\_lock

rotate\_y\_next

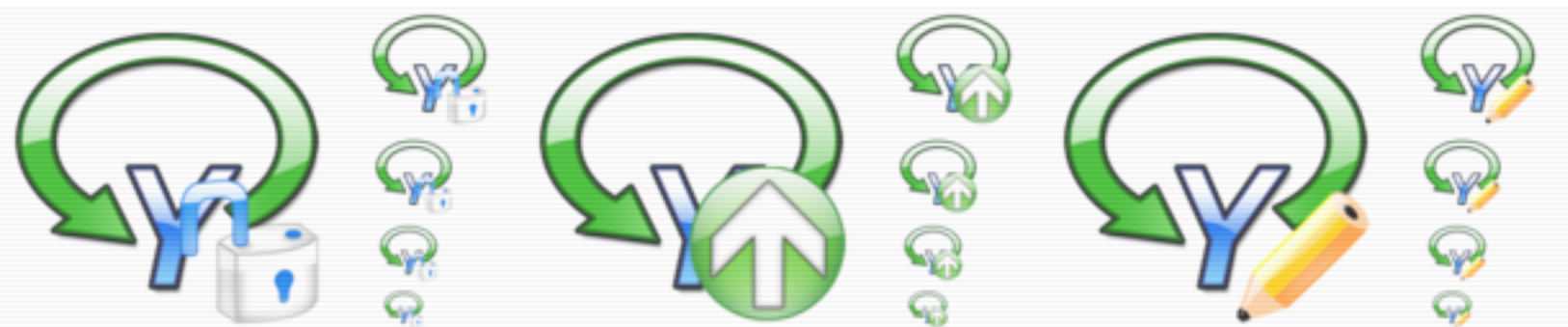
rotate\_y\_ok



rotate\_y\_refresh

rotate\_y\_save

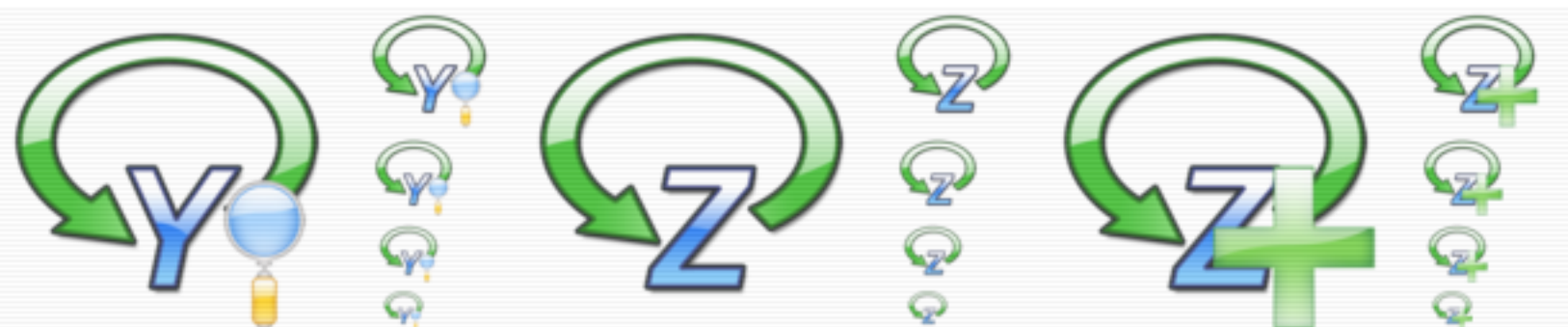
rotate\_y\_search



rotate\_y\_unlock

rotate\_y\_up

rotate\_y\_write



rotate\_y\_zoom

rotate\_z

rotate\_z\_add





rotate\_z\_back

rotate\_z\_cancel

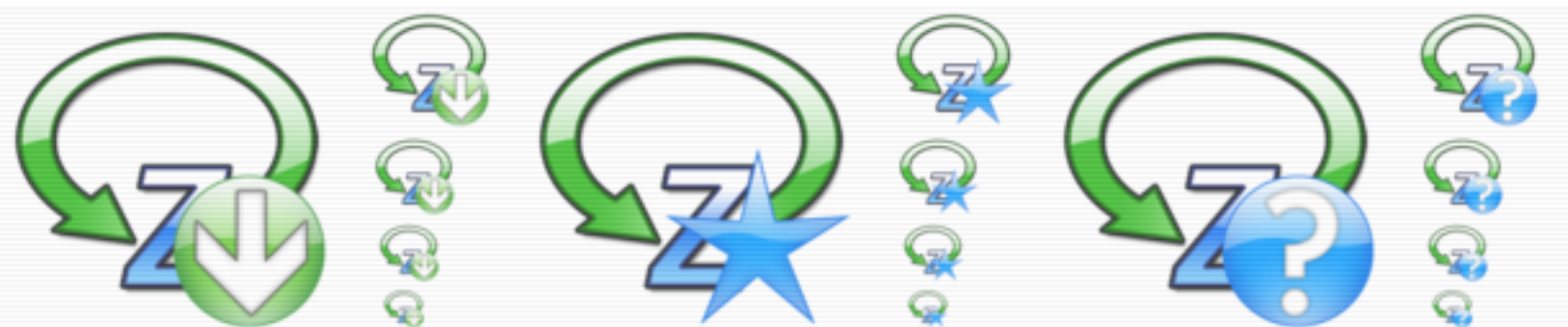
rotate\_z\_clock



rotate\_z\_close

rotate\_z\_config

rotate\_z\_delete



rotate\_z\_down

rotate\_z\_fav

rotate\_z\_help



rotate\_z\_info

rotate\_z\_level

rotate\_z\_lock



rotate\_z\_next

rotate\_z\_ok

rotate\_z\_refresh



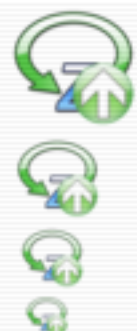
rotate\_z\_save



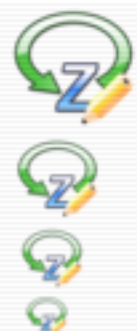
rotate\_z\_search



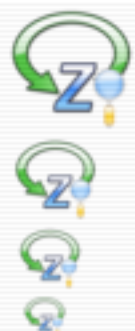
rotate\_z\_unlock



rotate\_z\_up



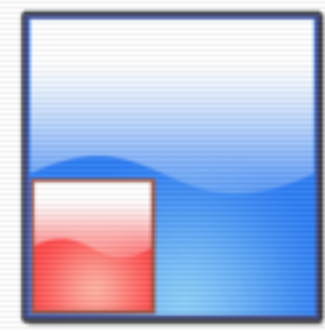
rotate\_z\_write



rotate\_z\_zoom



rotate\_zoom



scale



scale\_add



scale\_back



scale\_cancel



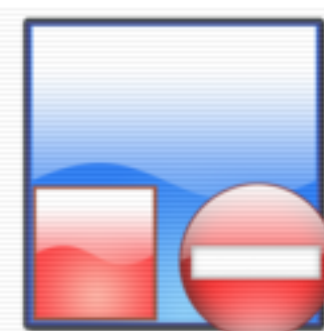
scale\_clock



scale\_close



scale\_config



scale\_delete



scale\_down



scale\_fav



scale\_help



scale\_info



scale\_level



scale\_lock



scale\_next



scale\_ok



scale\_refresh



scale\_save



scale\_search



scale\_unlock



scale\_up



scale\_write



scale\_x



scale\_x\_add



scale\_x\_back



scale\_x\_cancel



scale\_x\_clock



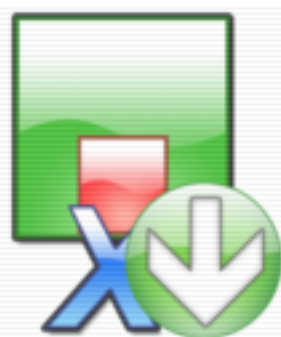
scale\_x\_close



scale\_x\_config



scale\_x\_delete



scale\_x\_down



scale\_x\_fav



scale\_x\_help



scale\_x\_info



scale\_x\_level



scale\_x\_lock



scale\_x\_next



scale\_x\_ok





scale\_x\_refresh



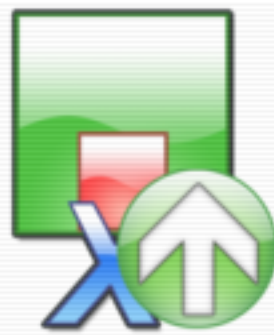
scale\_x\_save



scale\_x\_search



scale\_x\_unlock



scale\_x\_up



scale\_x\_write



scale\_x\_zoom



scale\_y



scale\_y\_add



scale\_y\_back



scale\_y\_cancel



scale\_y\_clock



scale\_y\_close



scale\_y\_config



scale\_y\_delete



scale\_y\_down

scale\_y\_fav

scale\_y\_help



scale\_y\_info

scale\_y\_level

scale\_y\_lock



scale\_y\_next

scale\_y\_ok

scale\_y\_refresh



scale\_y\_save

scale\_y\_search

scale\_y\_unlock



scale\_y\_up

scale\_y\_write

scale\_y\_zoom



scale\_z



scale\_z\_add



scale\_z\_back



scale\_z\_cancel



scale\_z\_clock



scale\_z\_close



scale\_z\_config



scale\_z\_delete



scale\_z\_down



scale\_z\_fav



scale\_z\_help



scale\_z\_info



scale\_z\_level



scale\_z\_lock



scale\_z\_next



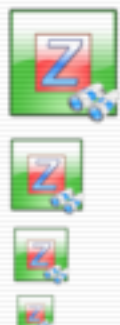
scale\_z\_ok



scale\_z\_refresh



scale\_z\_save



scale\_z\_search



scale\_z\_unlock



scale\_z\_up



scale\_z\_write



scale\_z\_zoom



scale\_zoom



scene



scene\_add



scene\_back



scene\_cancel



scene\_clock



scene\_close





scene\_config



scene\_delete



scene\_down



scene\_fav



scene\_help



scene\_info



scene\_level



scene\_lock



scene\_next



scene\_ok



scene\_refresh



scene\_save



scene\_search



scene\_unlock



scene\_up



scene\_write



scene\_zoom



select\_line



select\_line\_add



select\_line\_back



select\_line\_cancel



select\_line\_clock



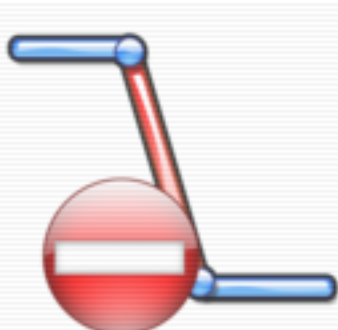
select\_line\_close



select\_line\_config



select\_line\_delete



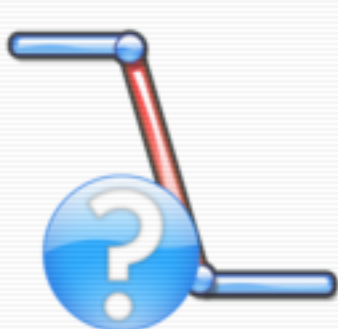
select\_line\_down



select\_line\_fav



select\_line\_help



select\_line\_info



select\_line\_level

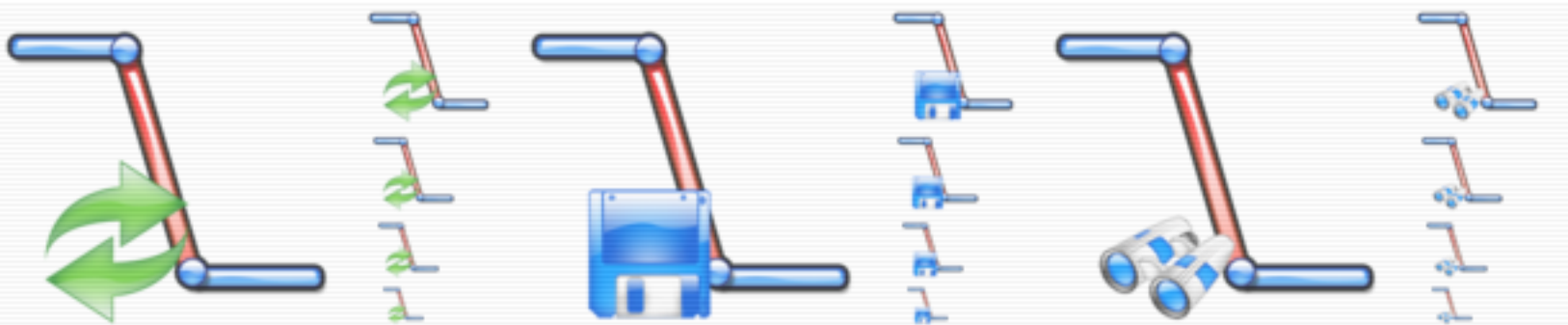




select\_line\_lock

select\_line\_next

select\_line\_ok



select\_line\_refresh

select\_line\_save

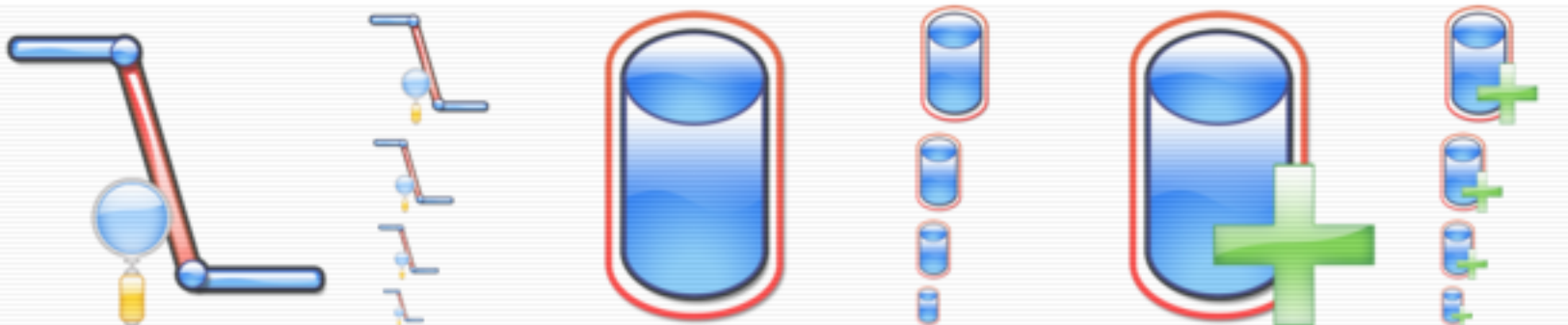
select\_line\_search



select\_line\_unlock

select\_line\_up

select\_line\_write



select\_line\_zoom

select\_object

select\_object\_add



select\_object\_back

select\_object\_cancel

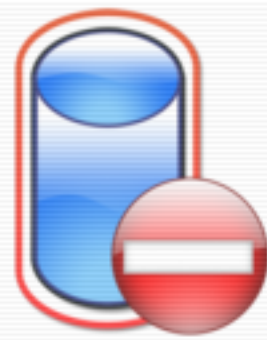
select\_object\_clock



select\_object\_close



select\_object\_config



select\_object\_delete



select\_object\_down



select\_object\_fav



select\_object\_help



select\_object\_info



select\_object\_level



select\_object\_lock



select\_object\_next



select\_object\_ok



select\_object\_refresh



select\_object\_save

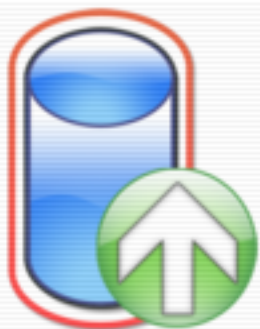


select\_object\_search



select\_object\_unlock





select\_object\_up



select\_object\_write



select\_object\_zoom



select\_plane



select\_plane\_add



select\_plane\_back



select\_plane\_cancel



select\_plane\_clock



select\_plane\_close



select\_plane\_config



select\_plane\_delete



select\_plane\_down



select\_plane\_fav



select\_plane\_help



select\_plane\_info



select\_plane\_level



select\_plane\_lock



select\_plane\_next



select\_plane\_ok



select\_plane\_refresh



select\_plane\_save



select\_plane\_search



select\_plane\_unlock



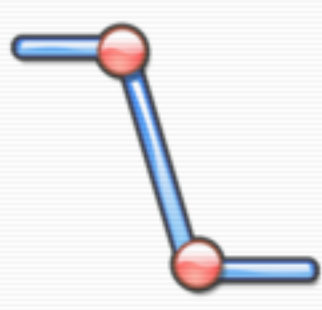
select\_plane\_up



select\_plane\_write



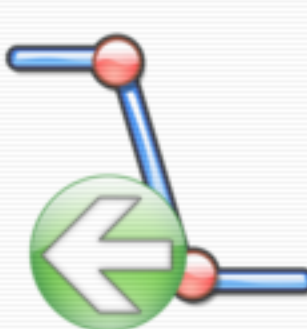
select\_plane\_zoom



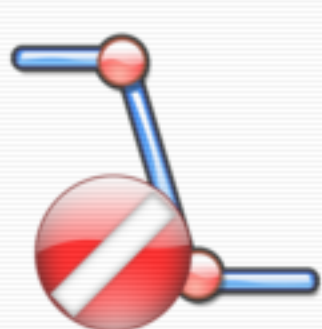
select\_point



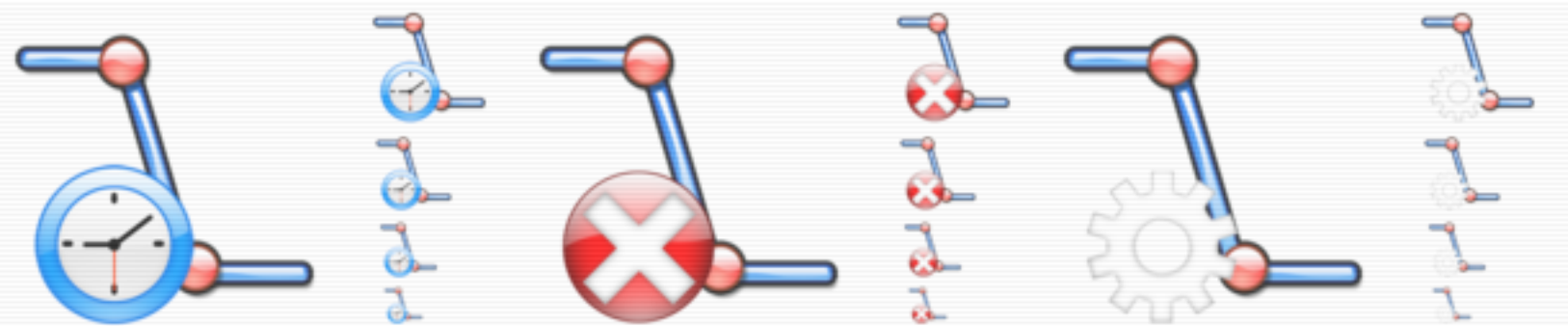
select\_point\_add



select\_point\_back



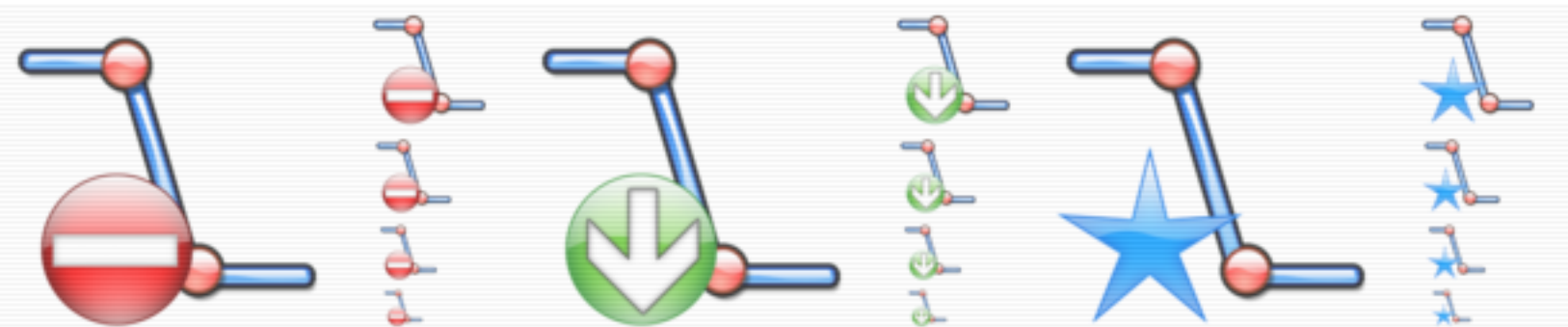
select\_point\_cancel



select\_point\_clock

select\_point\_close

select\_point\_config



select\_point\_delete

select\_point\_down

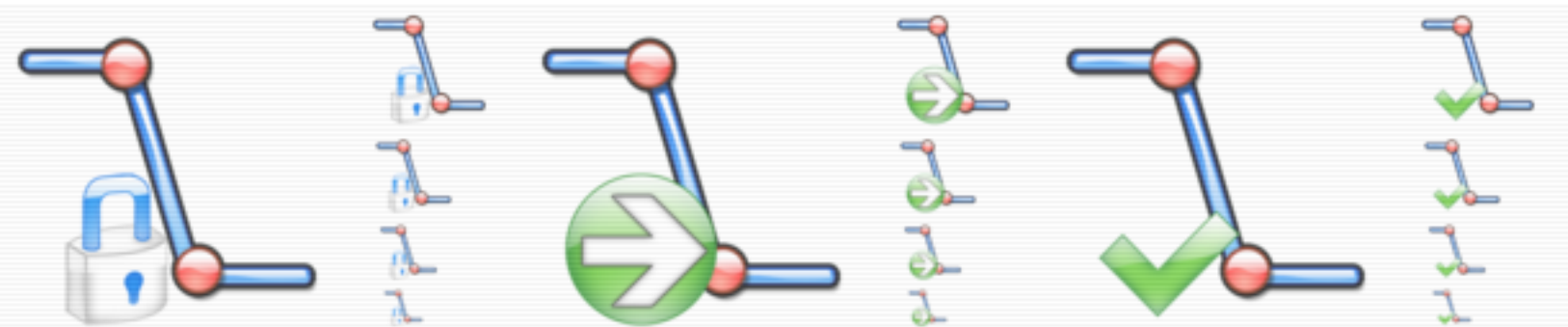
select\_point\_fav



select\_point\_help

select\_point\_info

select\_point\_level



select\_point\_lock

select\_point\_next

select\_point\_ok



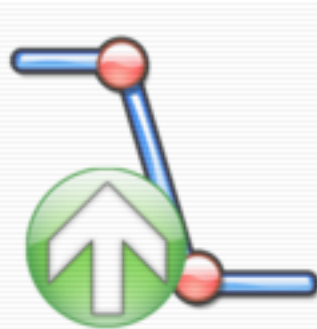
select\_point\_refresh

select\_point\_save

select\_point\_search



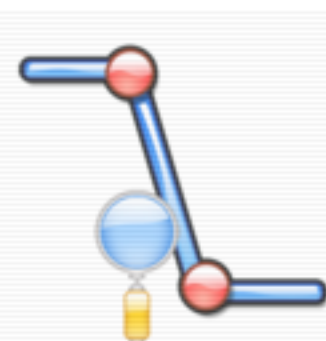
select\_point\_unlock



select\_point\_up



select\_point\_write



select\_point\_zoom



select\_view



select\_view\_add



select\_view\_back



select\_view\_cancel



select\_view\_clock



select\_view\_close



select\_view\_config



select\_view\_delete



select\_view\_down



select\_view\_fav



select\_view\_help







select\_view\_info



select\_view\_level



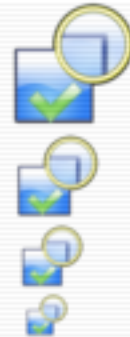
select\_view\_lock



select\_view\_next



select\_view\_ok



select\_view\_refresh



select\_view\_save



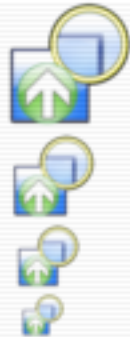
select\_view\_search



select\_view\_unlock



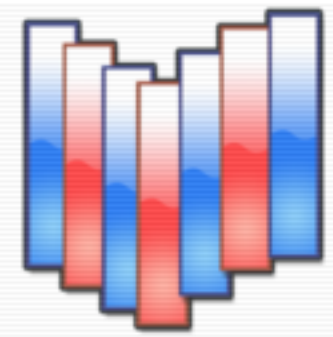
select\_view\_up



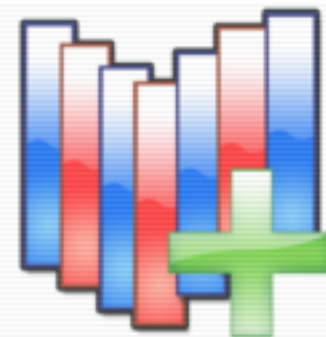
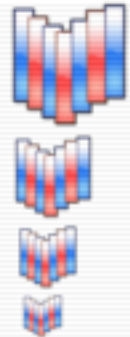
select\_view\_write



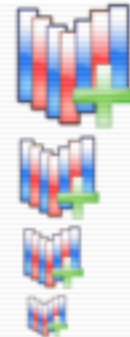
select\_view\_zoom



sequence

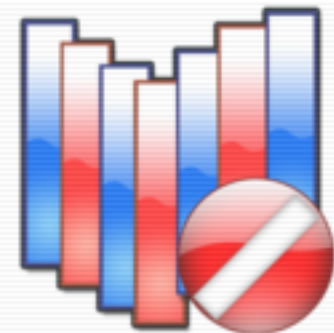


sequence\_add

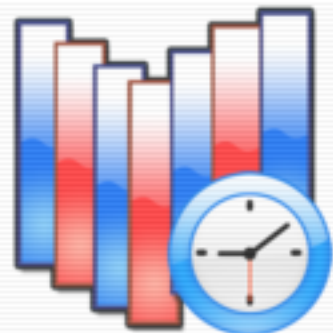


sequence\_back





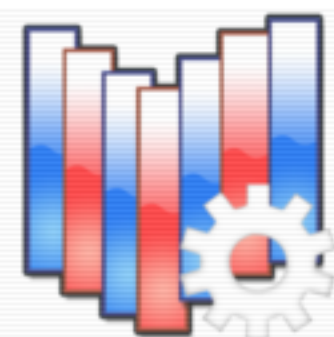
sequence\_cancel



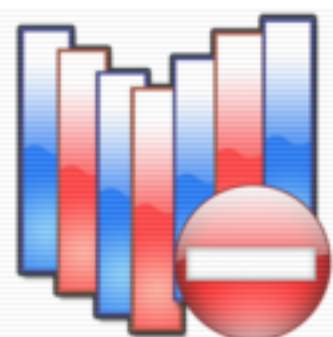
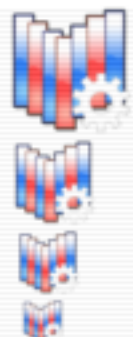
sequence\_clock



sequence\_close



sequence\_config



sequence\_delete



sequence\_down



sequence\_fav



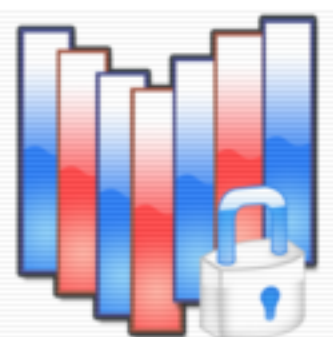
sequence\_help



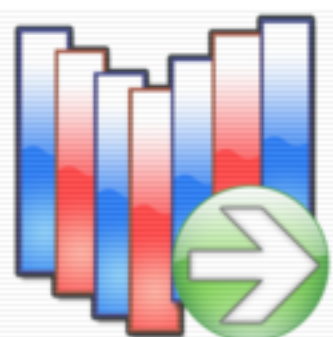
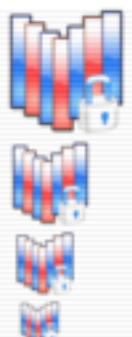
sequence\_info



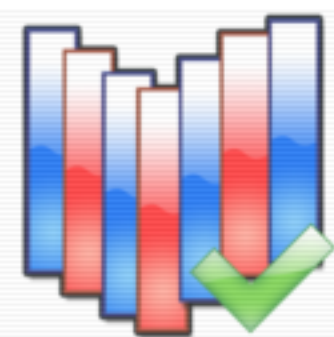
sequence\_level



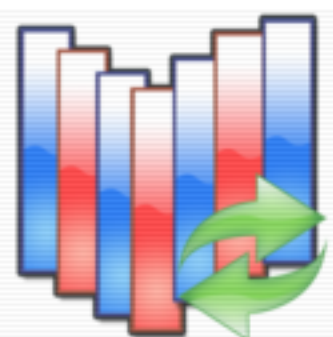
sequence\_lock



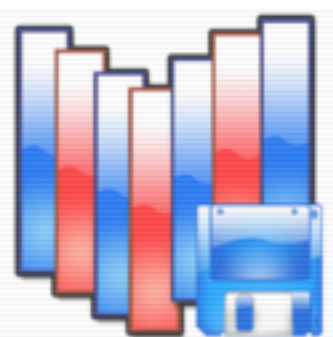
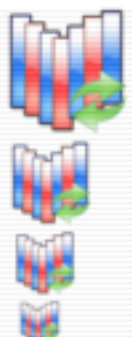
sequence\_next



sequence\_ok

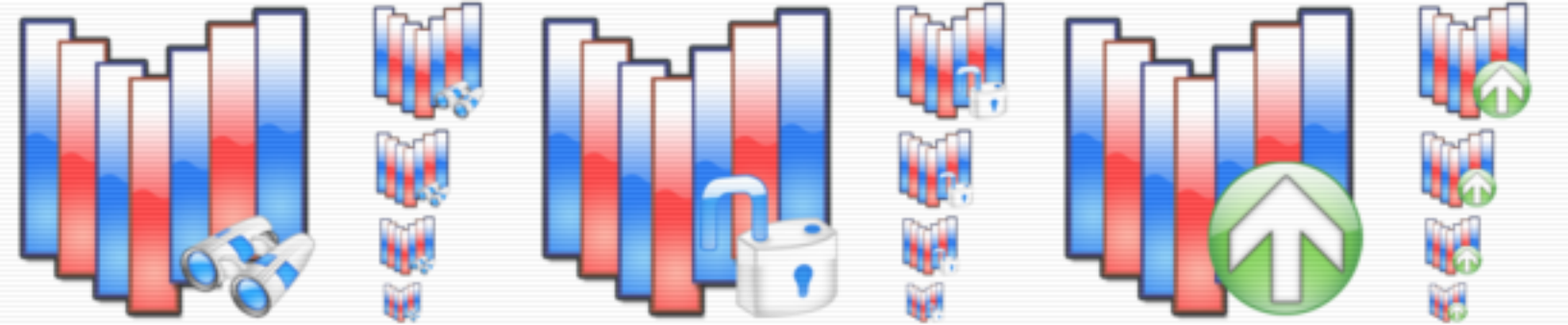


sequence\_refresh



sequence\_save

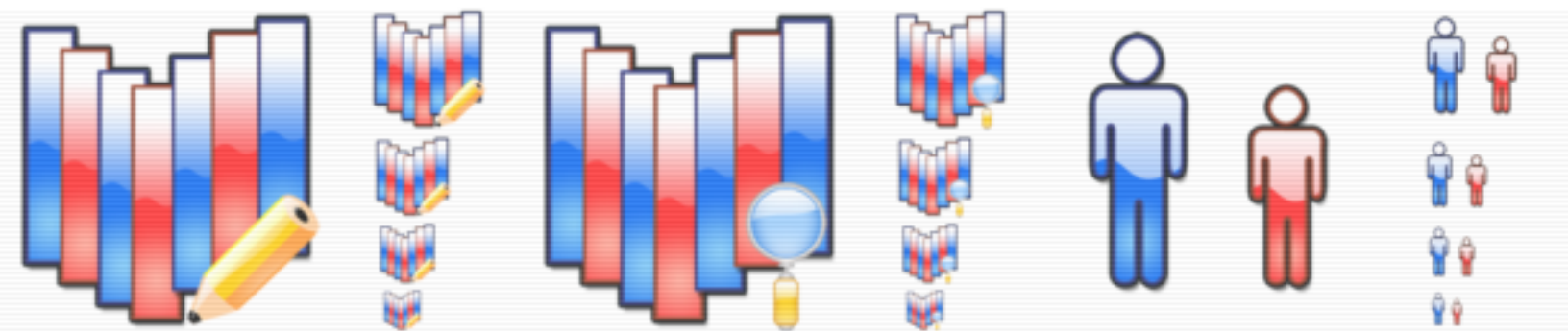




sequence\_search

sequence\_unlock

sequence\_up



sequence\_write

sequence\_zoom

set\_child



set\_child\_add

set\_child\_back

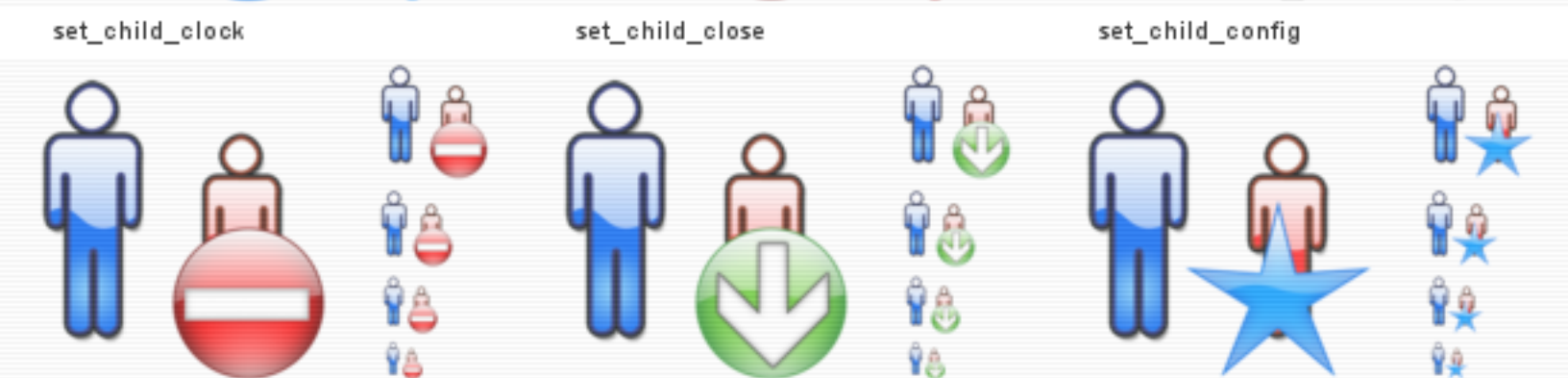
set\_child\_cancel



set\_child\_clock

set\_child\_close

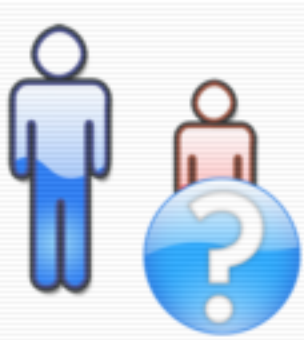
set\_child\_config



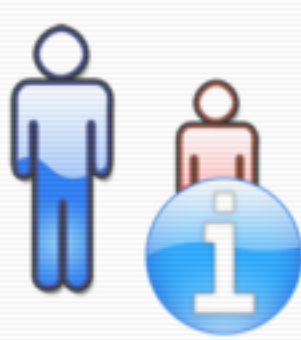
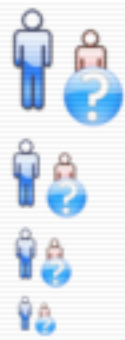
set\_child\_delete

set\_child\_down

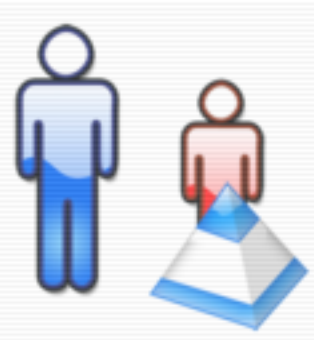
set\_child\_fav



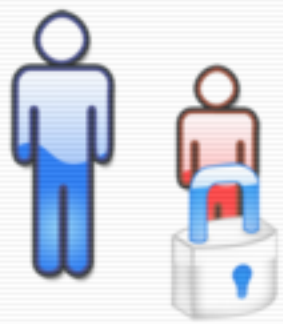
set\_child\_help



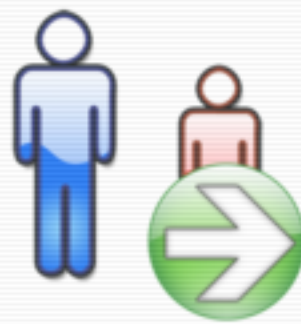
set\_child\_info



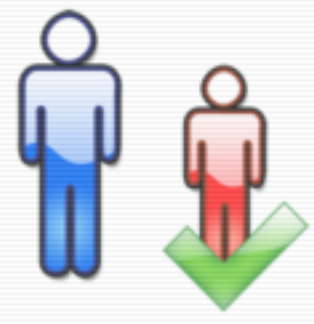
set\_child\_level



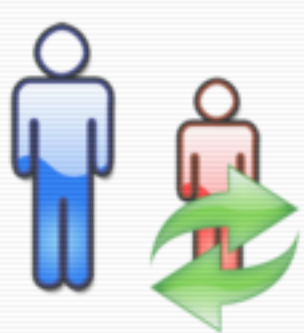
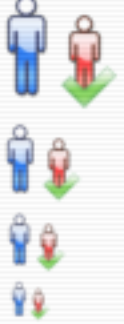
set\_child\_lock



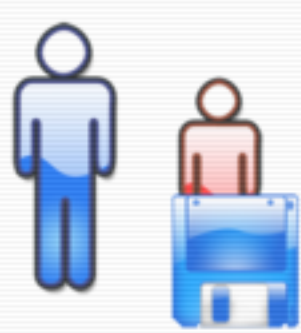
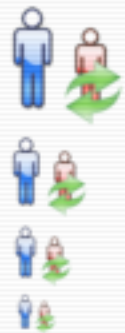
set\_child\_next



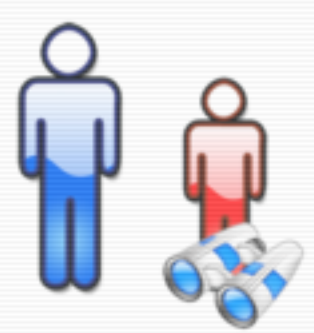
set\_child\_ok



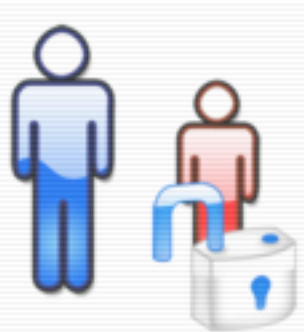
set\_child\_refresh



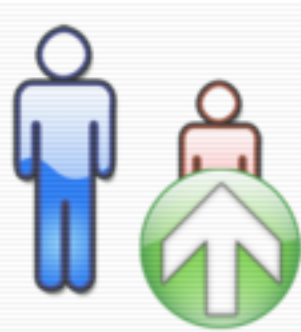
set\_child\_save



set\_child\_search



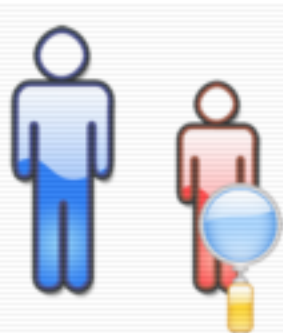
set\_child\_unlock



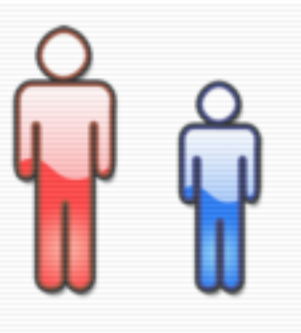
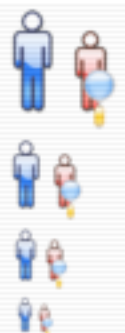
set\_child\_up



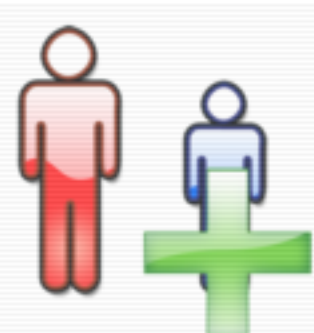
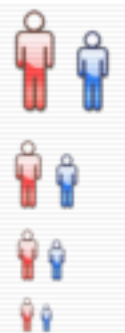
set\_child\_write



set\_child\_zoom



set\_parent



set\_parent\_add



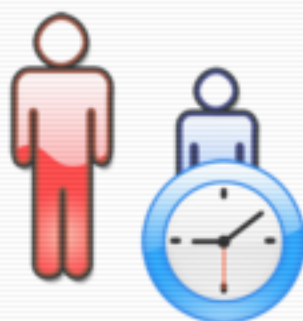




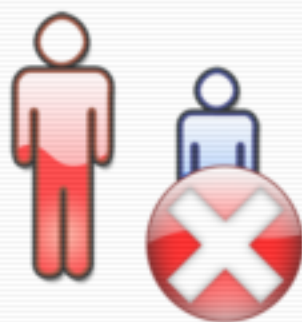
set\_parent\_back



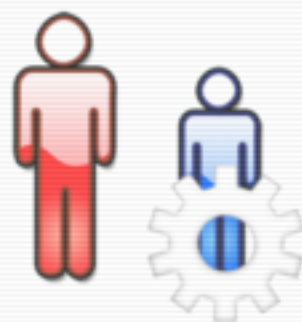
set\_parent\_cancel



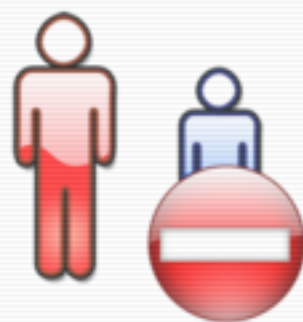
set\_parent\_clock



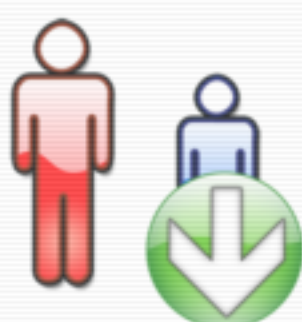
set\_parent\_close



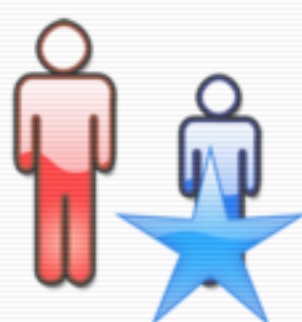
set\_parent\_config



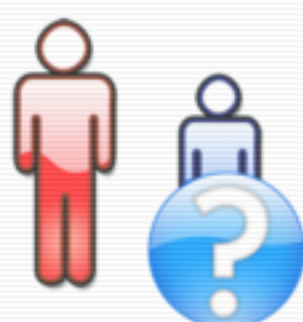
set\_parent\_delete



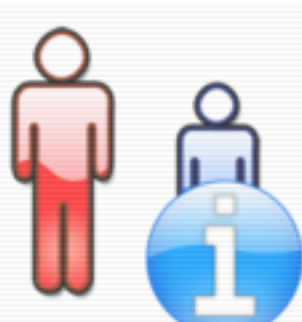
set\_parent\_down



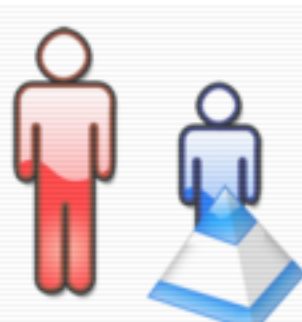
set\_parent\_fav



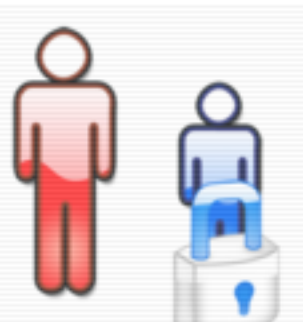
set\_parent\_help



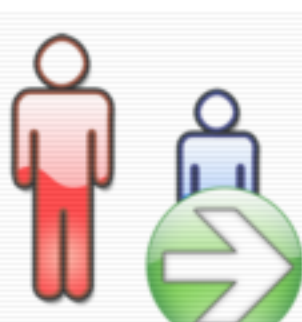
set\_parent\_info



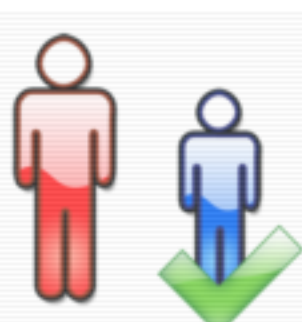
set\_parent\_level



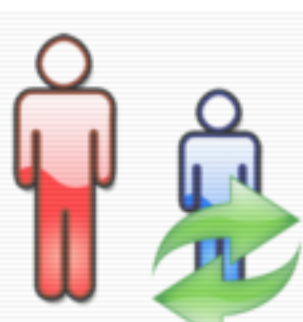
set\_parent\_lock



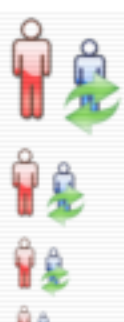
set\_parent\_next

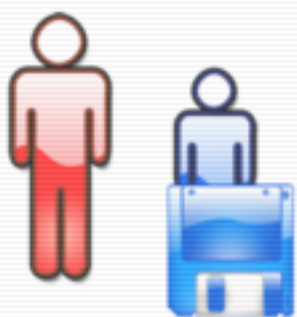


set\_parent\_ok

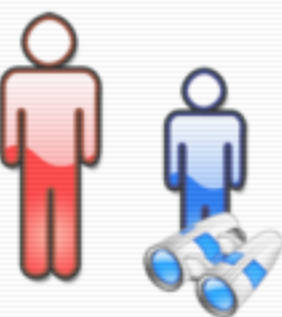


set\_parent\_refresh

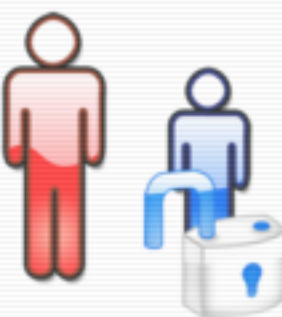




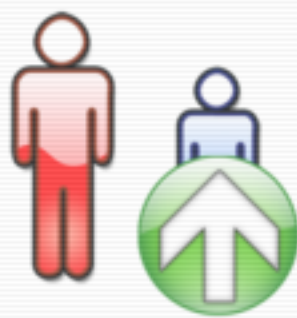
set\_parent\_save



set\_parent\_search



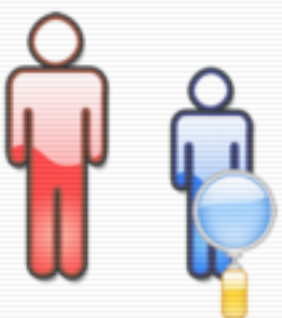
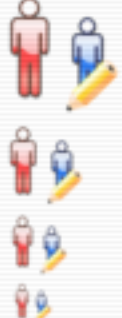
set\_parent\_unlock



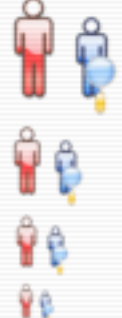
set\_parent\_up



set\_parent\_write



set\_parent\_zoom



shading



shading\_add



shading\_back



shading\_cancel



shading\_clock



shading\_close



shading\_config

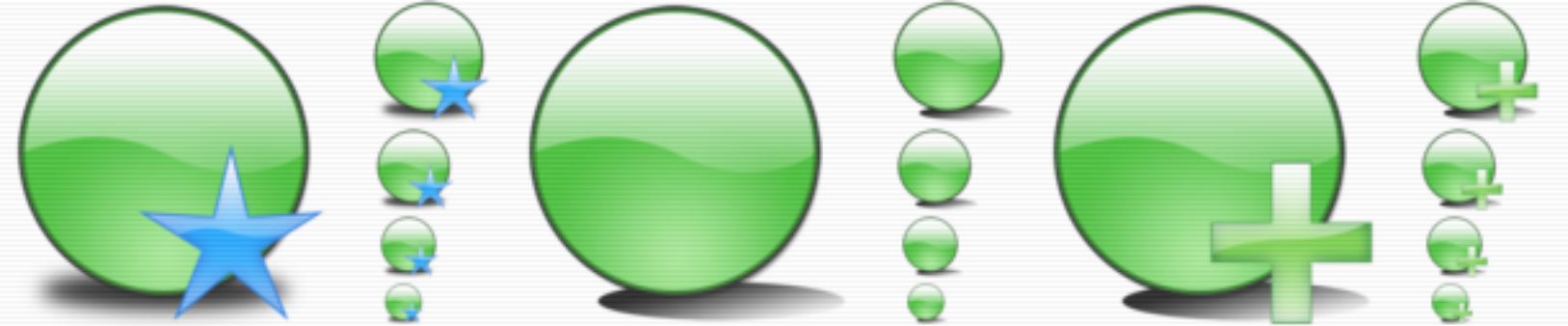


shading\_delete



shading\_down





shading\_fav

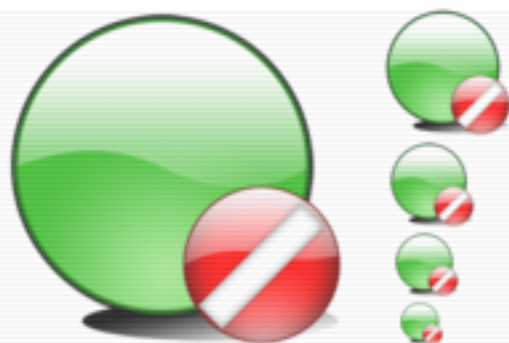
shading\_flat



shading\_flat\_add



shading\_flat\_back



shading\_flat\_cancel



shading\_flat\_clock



shading\_flat\_close



shading\_flat\_config



shading\_flat\_delete



shading\_flat\_down



shading\_flat\_fav



shading\_flat\_help



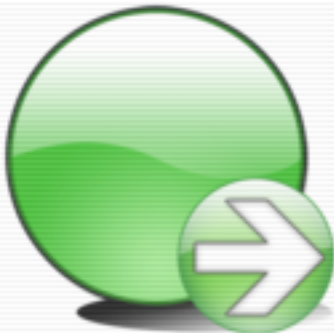
shading\_flat\_info



shading\_flat\_level



shading\_flat\_lock



shading\_flat\_next

shading\_flat\_ok

shading\_flat\_refresh



shading\_flat\_save

shading\_flat\_search

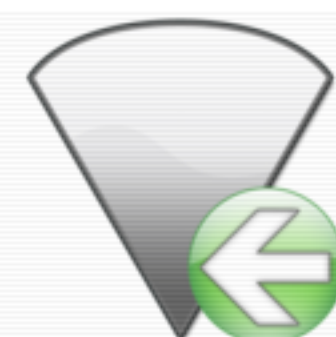
shading\_flat\_unlock



shading\_flat\_up

shading\_flat\_write

shading\_flat\_zoom



shading\_gouraud

shading\_gouraud\_add

shading\_gouraud\_back

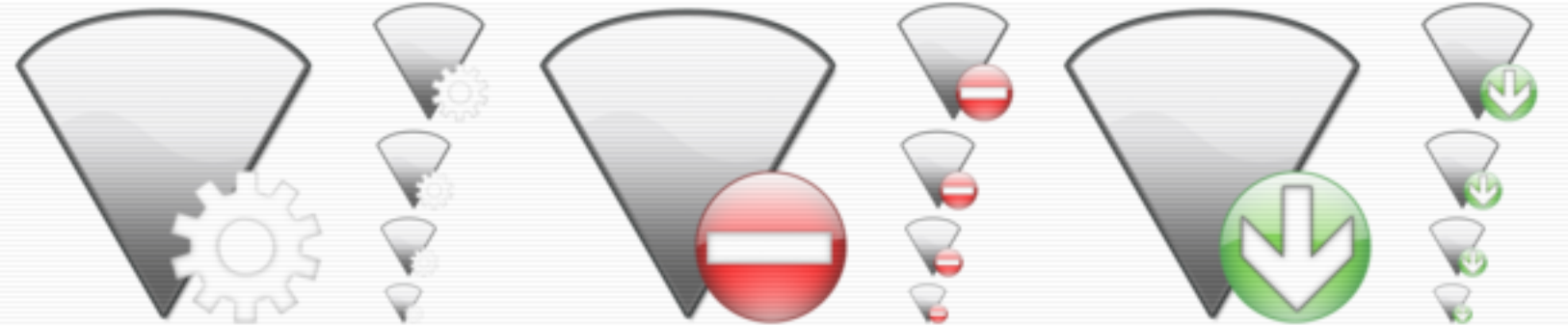


shading\_gouraud\_cancel

shading\_gouraud\_clock

shading\_gouraud\_close





shading\_gouraud\_config

shading\_gouraud\_delete



shading\_gouraud\_down



shading\_gouraud\_fav

shading\_gouraud\_help

shading\_gouraud\_info



shading\_gouraud\_level

shading\_gouraud\_lock

shading\_gouraud\_next



shading\_gouraud\_ok

shading\_gouraud\_refresh



shading\_gouraud\_save



shading\_gouraud\_search

shading\_gouraud\_unlock



shading\_gouraud\_up



shading\_gouraud\_write



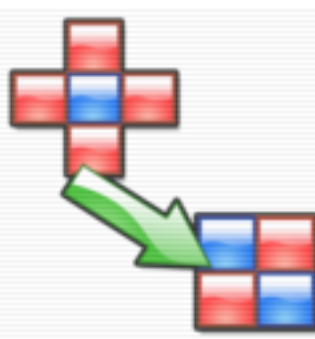
shading\_gouraud\_zoom



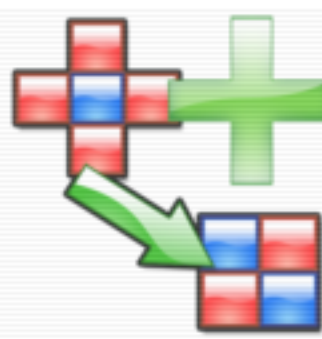
shading\_help



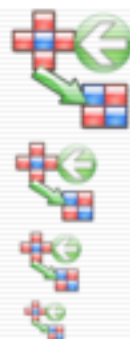
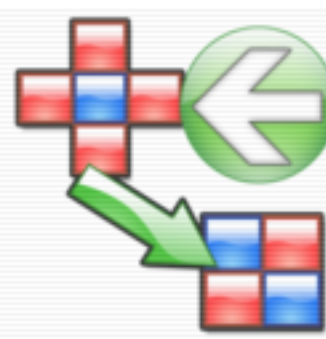
shading\_info



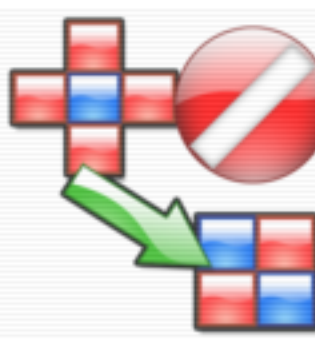
shading\_interpolative



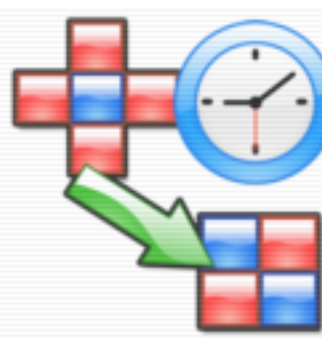
shading\_interpolative\_add



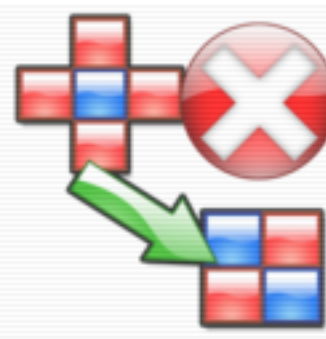
shading\_interpolative\_back



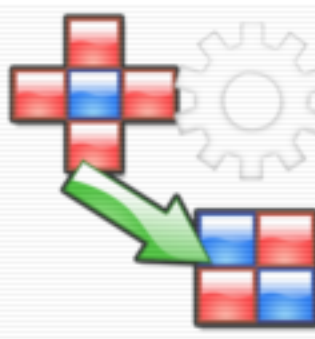
shading\_interpolative\_cancel



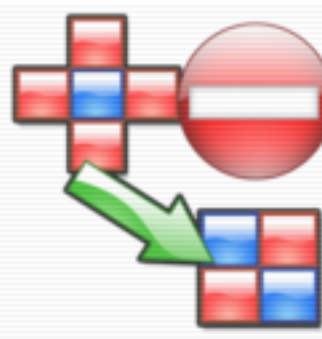
shading\_interpolative\_clock



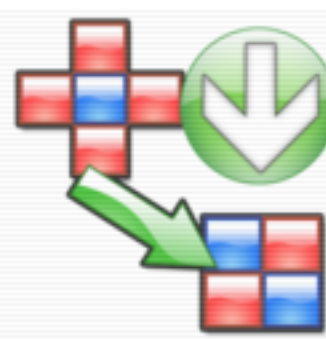
shading\_interpolative\_close



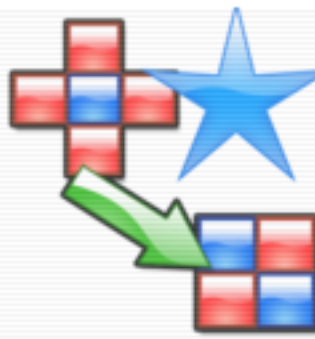
shading\_interpolative\_config



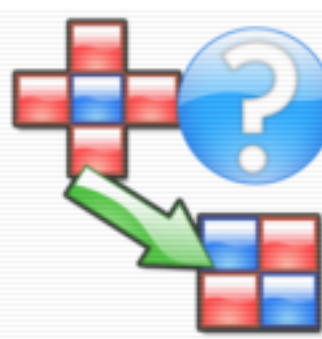
shading\_interpolative\_delete



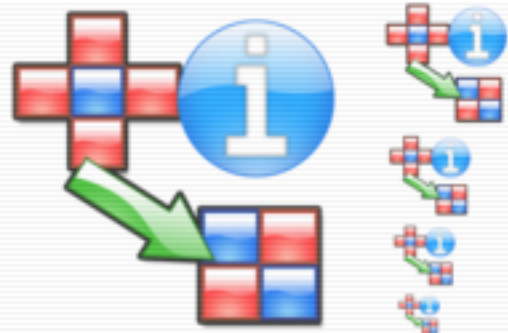
shading\_interpolative\_down



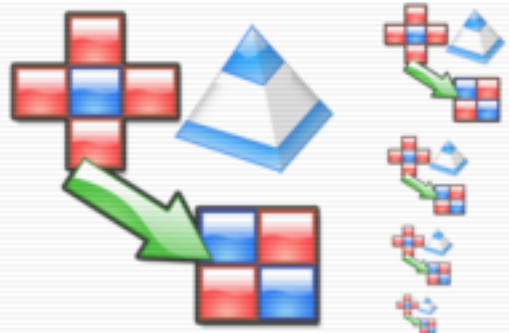
shading\_interpolative\_fav



shading\_interpolative\_help



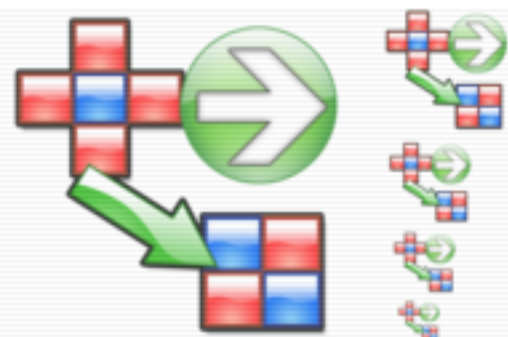
shading\_interpolative\_info



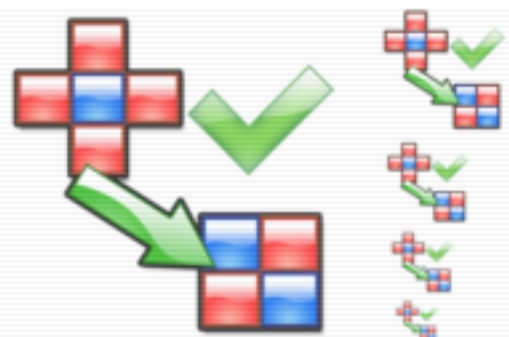
shading\_interpolative\_level



shading\_interpolative\_lock



shading\_interpolative\_next



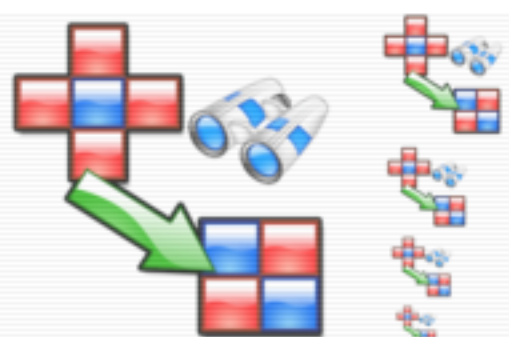
shading\_interpolative\_ok



shading\_interpolative\_refresh



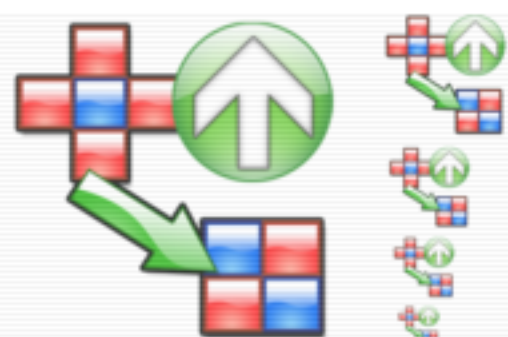
shading\_interpolative\_save



shading\_interpolative\_search



shading\_interpolative\_unlock



shading\_interpolative\_up



shading\_interpolative\_write



shading\_interpolative\_zoom



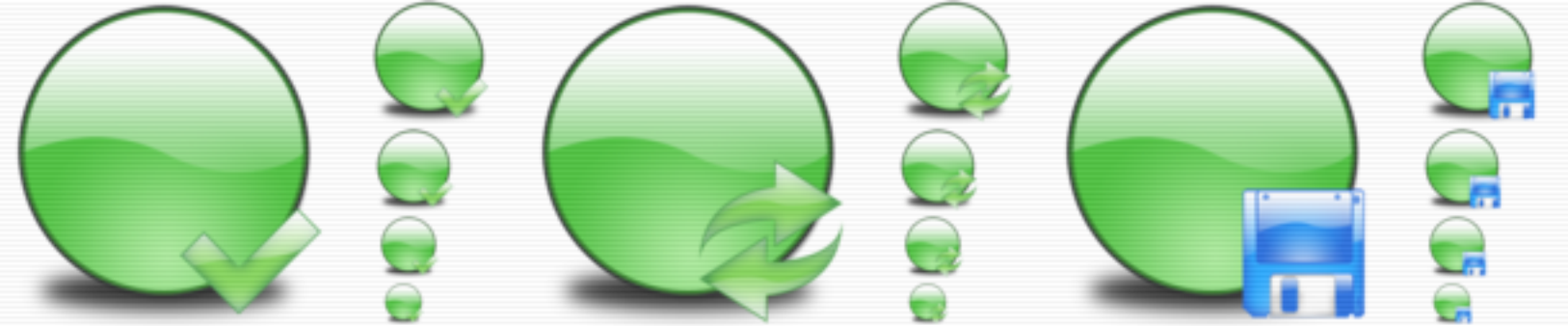
shading\_level



shading\_lock



shading\_next



shading\_ok

shading\_refresh

shading\_save



shading\_search

shading\_unlock

shading\_up



shading\_write

shading\_zoom

shadows



shadows\_add

shadows\_back

shadows\_cancel

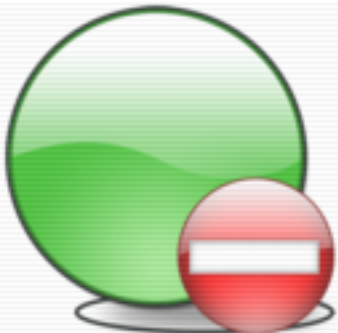


shadows\_clock

shadows\_close

shadows\_config





shadows\_delete



shadows\_down



shadows\_fav



shadows\_help



shadows\_info



shadows\_level



shadows\_lock



shadows\_next



shadows\_ok



shadows\_refresh



shadows\_save



shadows\_search



shadows\_unlock



shadows\_up



shadows\_write

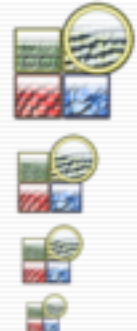




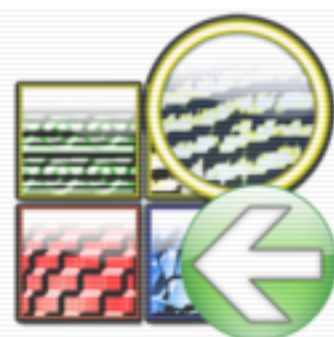
shadows\_zoom



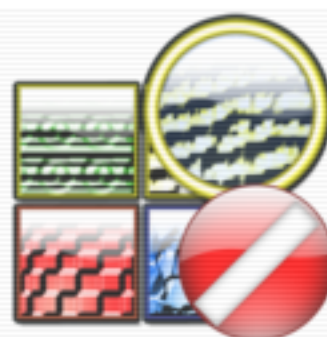
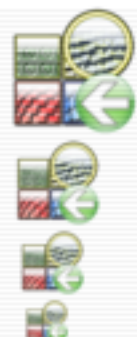
show\_texture



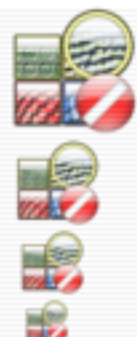
show\_texture\_add



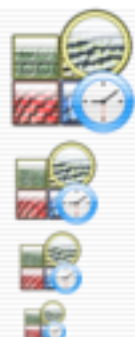
show\_texture\_back



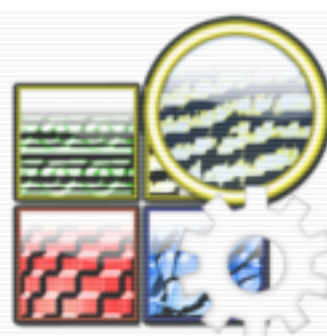
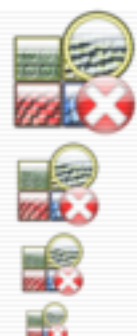
show\_texture\_cancel



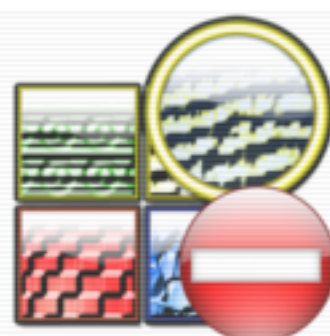
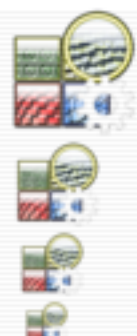
show\_texture\_clock



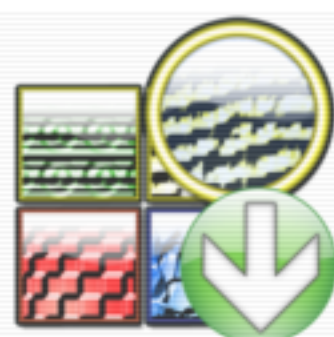
show\_texture\_close



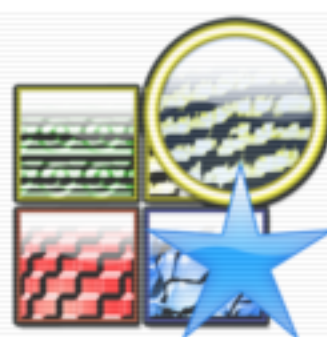
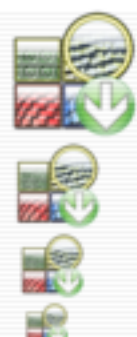
show\_texture\_config



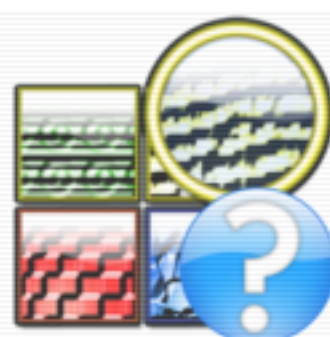
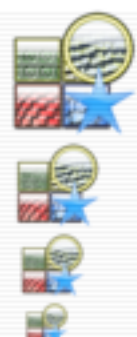
show\_texture\_delete



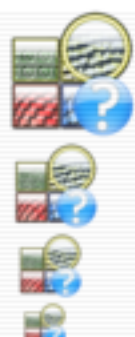
show\_texture\_down



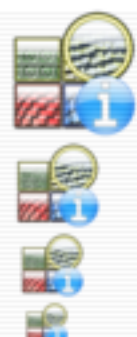
show\_texture\_fav



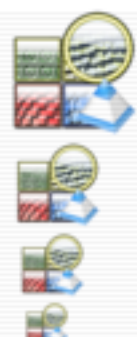
show\_texture\_help



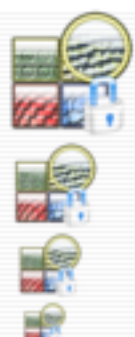
show\_texture\_info



show\_texture\_level



show\_texture\_lock

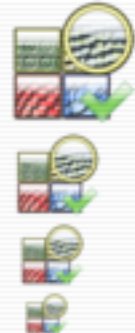




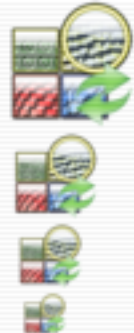
show\_texture\_next



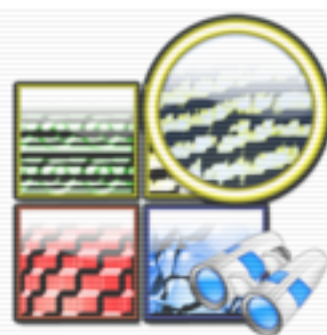
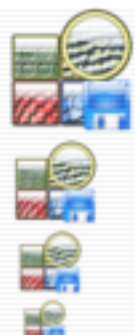
show\_texture\_ok



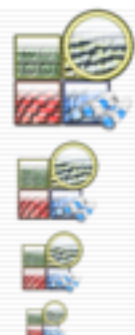
show\_texture\_refresh



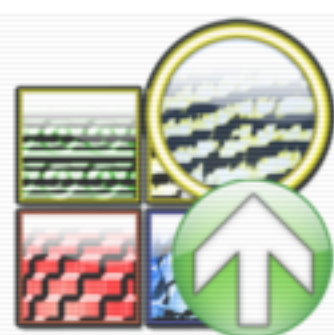
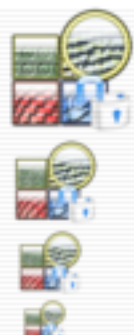
show\_texture\_save



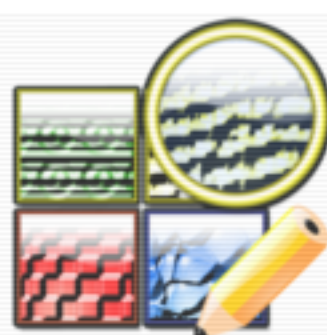
show\_texture\_search



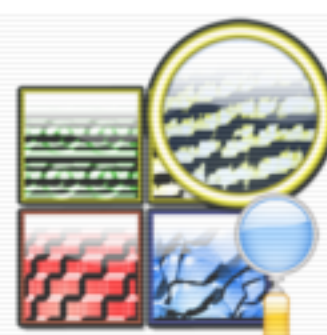
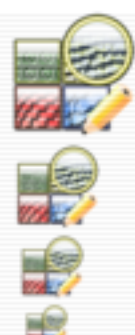
show\_texture\_unlock



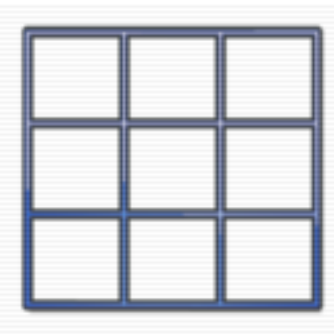
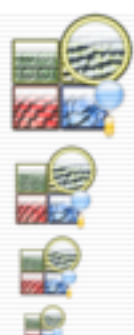
show\_texture\_up



show\_texture\_write



show\_texture\_zoom



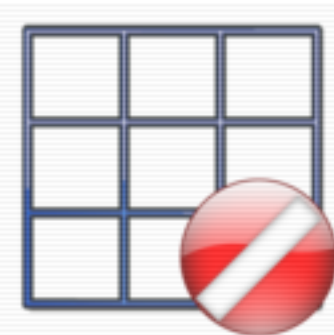
show\_wireframe



show\_wireframe\_add



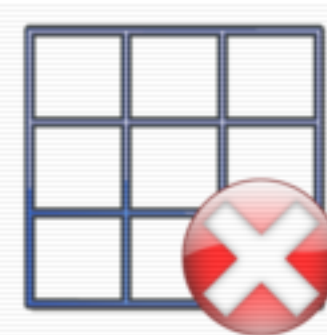
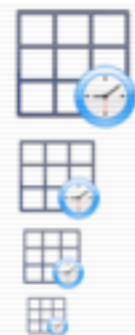
show\_wireframe\_back



show\_wireframe\_cancel

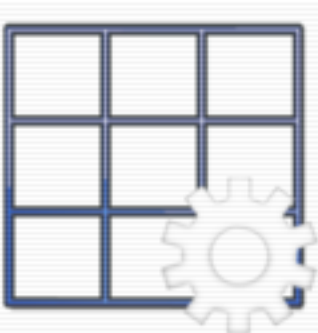


show\_wireframe\_clock

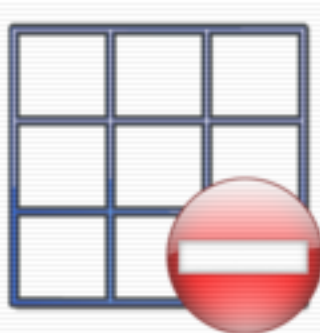


show\_wireframe\_close

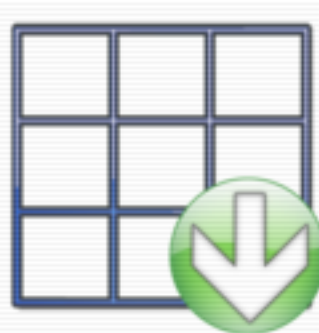




show\_wireframe\_config



show\_wireframe\_delete



show\_wireframe\_down



show\_wireframe\_fav



show\_wireframe\_help



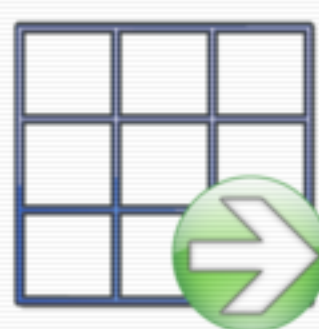
show\_wireframe\_info



show\_wireframe\_level



show\_wireframe\_lock



show\_wireframe\_next



show\_wireframe\_ok



show\_wireframe\_refresh



show\_wireframe\_save



show\_wireframe\_search



show\_wireframe\_unlock



show\_wireframe\_up





show\_wireframe\_write



show\_wireframe\_zoom



skeleton



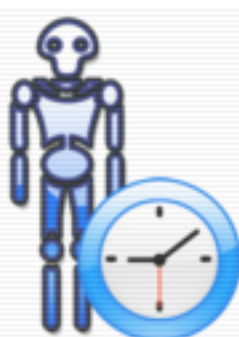
skeleton\_add



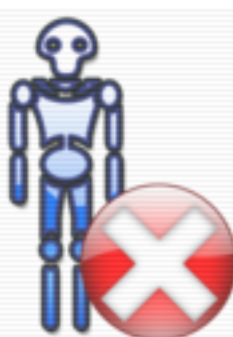
skeleton\_back



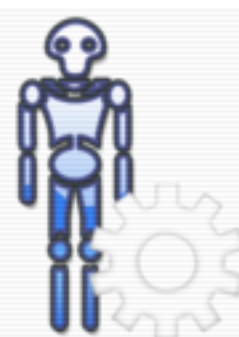
skeleton\_cancel



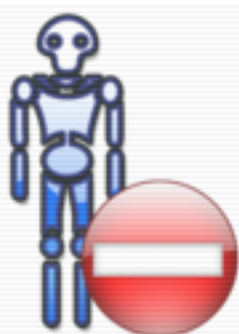
skeleton\_clock



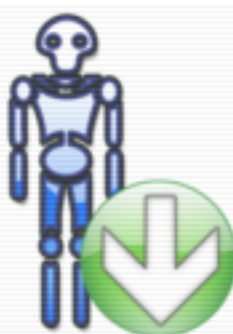
skeleton\_close



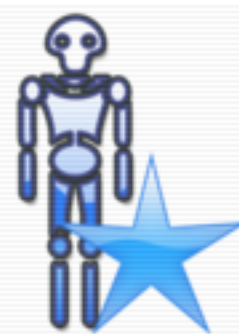
skeleton\_config



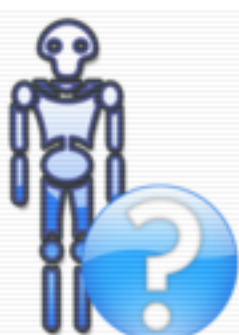
skeleton\_delete



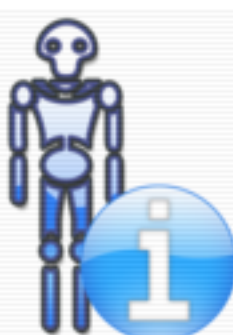
skeleton\_down



skeleton\_fav



skeleton\_help



skeleton\_info



skeleton\_level



skeleton\_lock



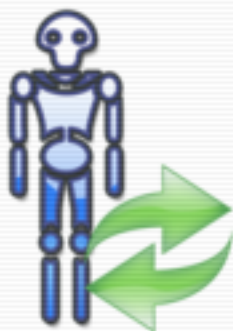
skeleton\_next



skeleton\_ok



skeleton\_refresh



skeleton\_save



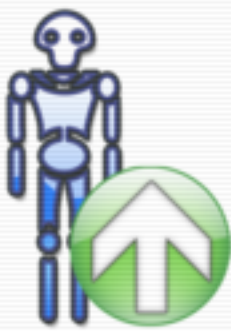
skeleton\_search



skeleton\_unlock



skeleton\_up



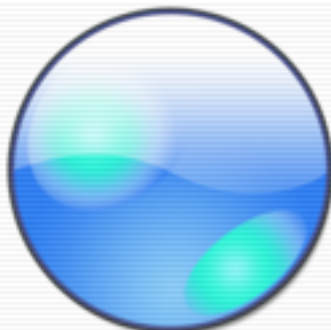
skeleton\_write



skeleton\_zoom



specular\_highlight



specular\_highlight\_add



specular\_highlight\_back



specular\_highlight\_cancel



specular\_highlight\_clock

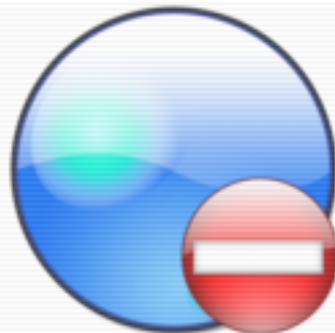




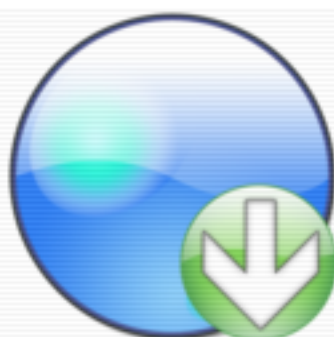
specular\_highlight\_close



specular\_highlight\_config



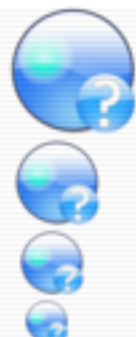
specular\_highlight\_delete



specular\_highlight\_down



specular\_highlight\_fav



specular\_highlight\_help



specular\_highlight\_info



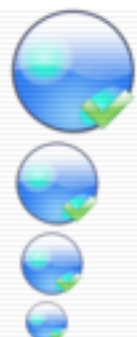
specular\_highlight\_level



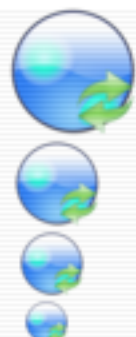
specular\_highlight\_lock



specular\_highlight\_next



specular\_highlight\_ok



specular\_highlight\_refresh



specular\_highlight\_save



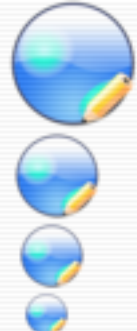
specular\_highlight\_search



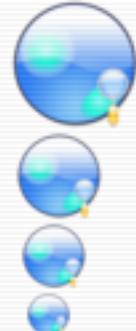
specular\_highlight\_unlock



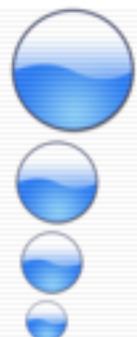
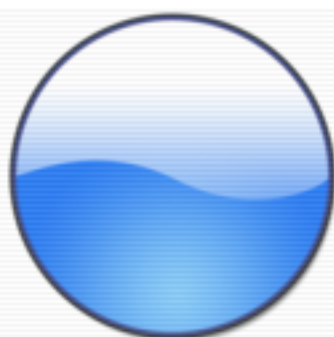
specular\_highlight\_up



specular\_highlight\_write



specular\_highlight\_zoom



sphere



sphere\_add



sphere\_back



sphere\_cancel



sphere\_clock



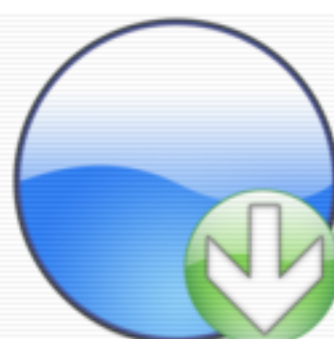
sphere\_close



sphere\_config



sphere\_delete



sphere\_down



sphere\_fav



sphere\_help



sphere\_info





sphere\_level

sphere\_lock

sphere\_next



sphere\_ok

sphere\_refresh

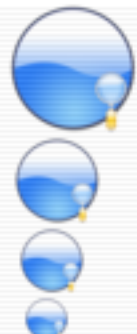
sphere\_save



sphere\_search

sphere\_unlock

sphere\_up



sphere\_write

sphere\_zoom

sphereinder



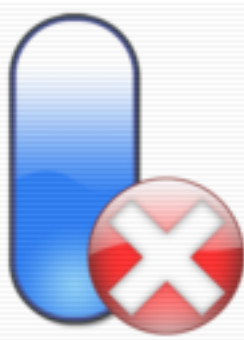
sphereinder\_add

sphereinder\_back

sphereinder\_cancel



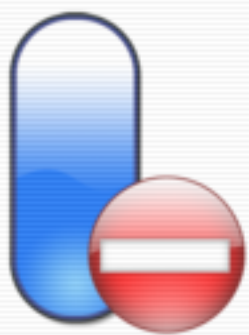
sphereinder\_clock



sphereinder\_close



sphereinder\_config



sphereinder\_delete



sphereinder\_down



sphereinder\_fav



sphereinder\_help



sphereinder\_info



sphereinder\_level



sphereinder\_lock



sphereinder\_next



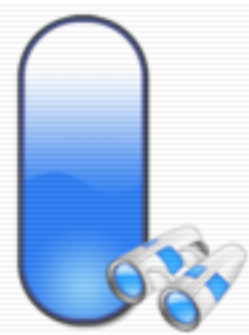
sphereinder\_ok



sphereinder\_refresh



sphereinder\_save



sphereinder\_search



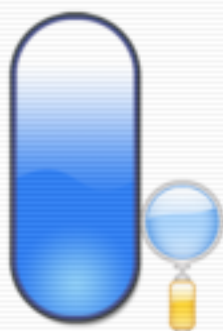
sphereinder\_unlock



sphereinder\_up



sphereinder\_write



sphereinder\_zoom



spiral



spiral\_add



spiral\_back



spiral\_cancel



spiral\_clock



spiral\_close



spiral\_config



spiral\_delete



spiral\_down



spiral\_fav



spiral\_help



spiral\_info

spiral\_level

spiral\_lock



spiral\_next

spiral\_ok

spiral\_refresh



spiral\_save

spiral\_search

spiral\_unlock



spiral\_up

spiral\_write

spiral\_zoom



spot\_light

spot\_light\_add

spot\_light\_back





spot\_light\_cancel



spot\_light\_clock



spot\_light\_close



spot\_light\_config



spot\_light\_delete



spot\_light\_down



spot\_light\_fav



spot\_light\_help



spot\_light\_info



spot\_light\_level



spot\_light\_lock



spot\_light\_next



spot\_light\_ok



spot\_light\_refresh



spot\_light\_save



spot\_light\_search



spot\_light\_unlock



spot\_light\_up



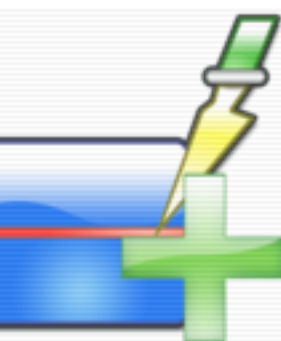
spot\_light\_write



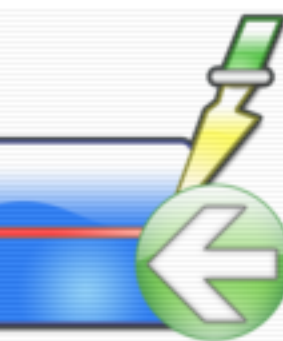
spot\_light\_zoom



subdivide\_face



subdivide\_face\_add



subdivide\_face\_back



subdivide\_face\_cancel



subdivide\_face\_clock



subdivide\_face\_close



subdivide\_face\_config



subdivide\_face\_delete



subdivide\_face\_down



subdivide\_face\_fav





subdivide\_face\_help



subdivide\_face\_info



subdivide\_face\_level



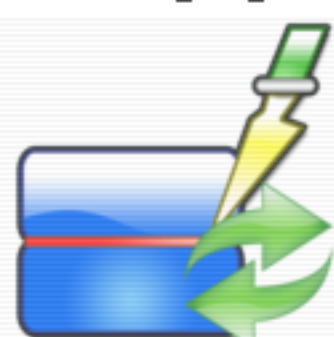
subdivide\_face\_lock



subdivide\_face\_next



subdivide\_face\_ok



subdivide\_face\_refresh



subdivide\_face\_save



subdivide\_face\_search



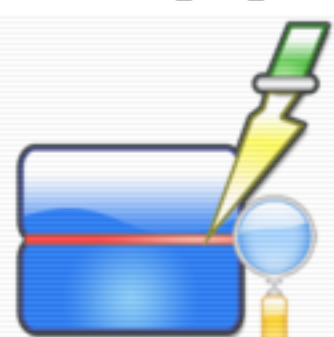
subdivide\_face\_unlock



subdivide\_face\_up



subdivide\_face\_write



subdivide\_face\_zoom



sweep\_profile



sweep\_profile\_add





sweep\_profile\_back



sweep\_profile\_cancel



sweep\_profile\_clock



sweep\_profile\_close



sweep\_profile\_config



sweep\_profile\_delete



sweep\_profile\_down



sweep\_profile\_fav



sweep\_profile\_help



sweep\_profile\_info



sweep\_profile\_level



sweep\_profile\_lock



sweep\_profile\_next



sweep\_profile\_ok



sweep\_profile\_refresh

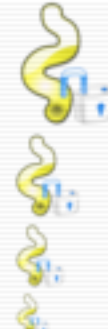
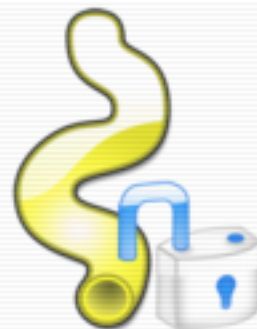




sweep\_profile\_save



sweep\_profile\_search



sweep\_profile\_unlock



sweep\_profile\_up



sweep\_profile\_write



sweep\_profile\_zoom



tddd



tddd\_add



tddd\_back



tddd\_cancel



tddd\_clock



tddd\_close



tddd\_config



tddd\_delete



tddd\_down



tddd\_fav



tddd\_help



tddd\_info



tddd\_level



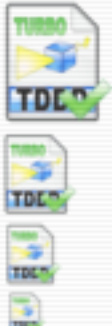
tddd\_lock



tddd\_next



tddd\_ok



tddd\_refresh



tddd\_save



tddd\_search



tddd\_unlock



tddd\_up



tddd\_write

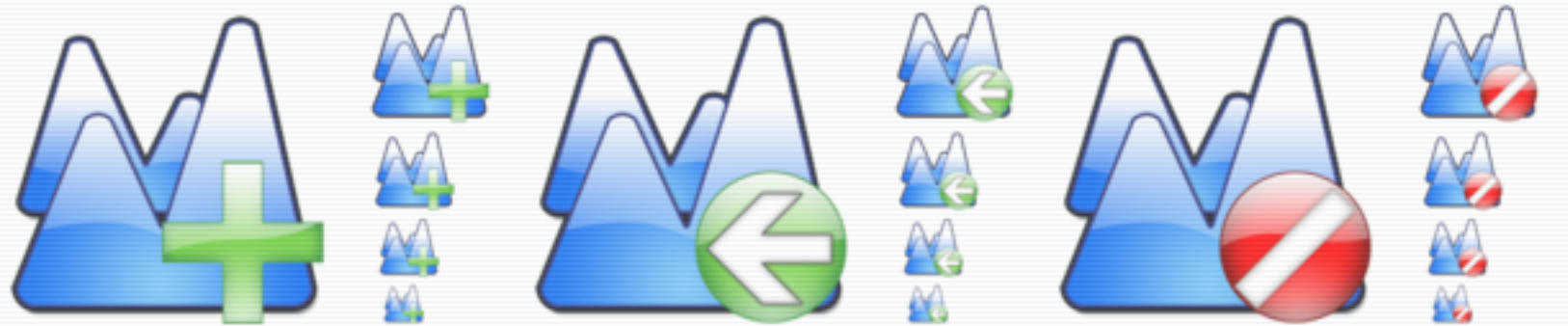


tddd\_zoom

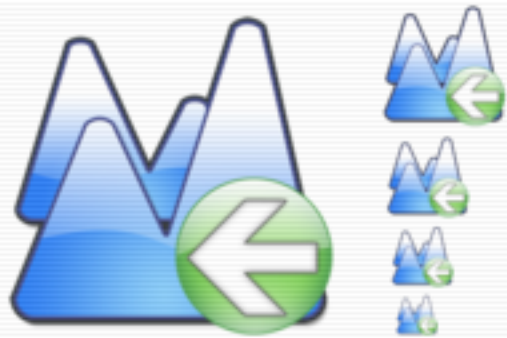


terrain





terrain\_add



terrain\_back



terrain\_cancel



terrain\_clock



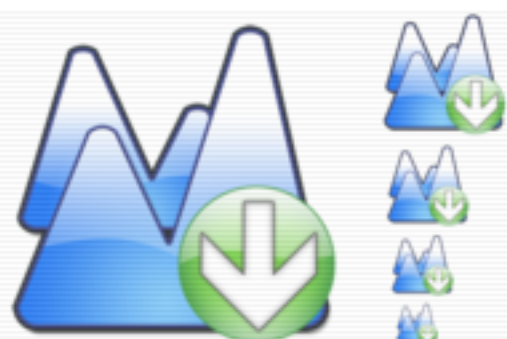
terrain\_close



terrain\_config



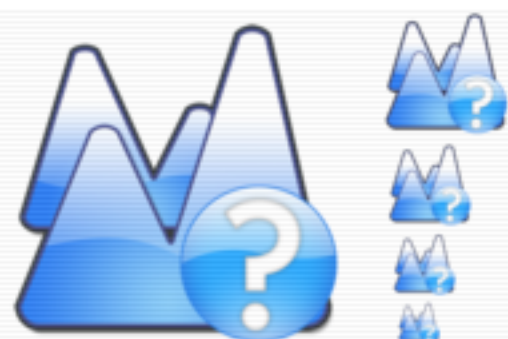
terrain\_delete



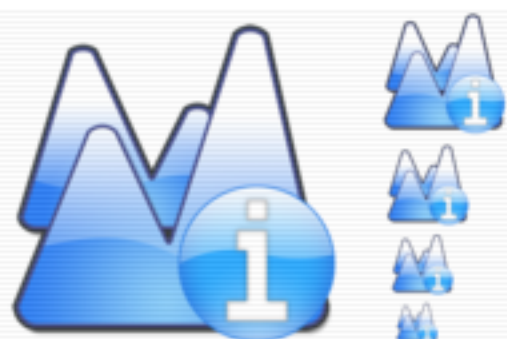
terrain\_down



terrain\_fav



terrain\_help



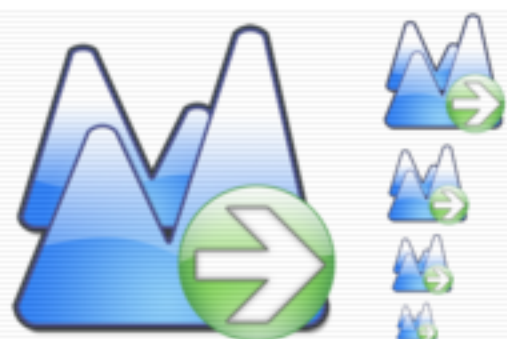
terrain\_info



terrain\_level



terrain\_lock



terrain\_next



terrain\_ok



terrain\_refresh



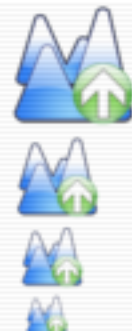
terrain\_save



terrain\_search



terrain\_unlock



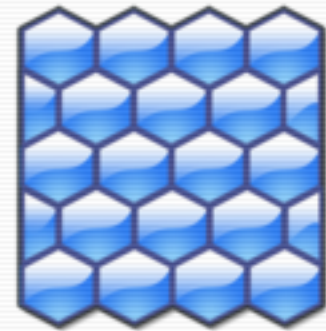
terrain\_up



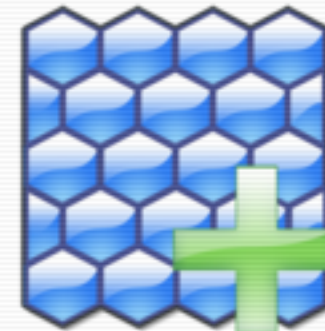
terrain\_write



terrain\_zoom



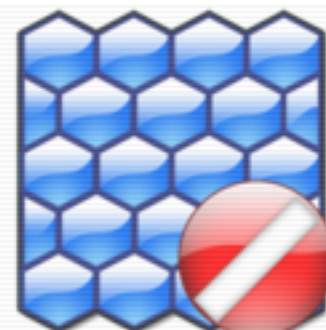
tessellation



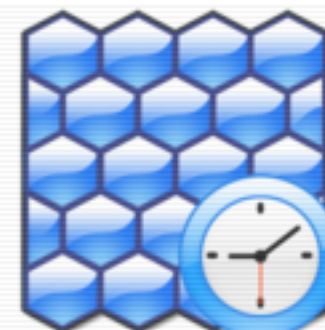
tessellation\_add



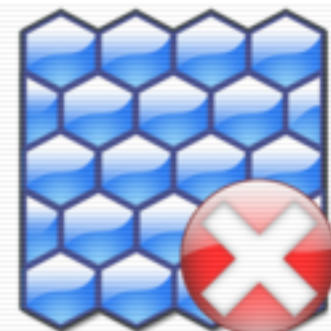
tessellation\_back



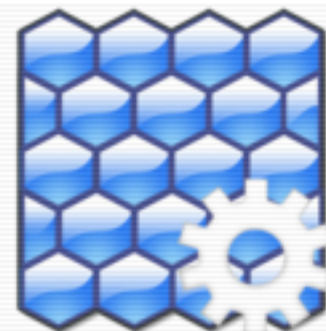
tessellation\_cancel



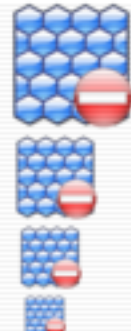
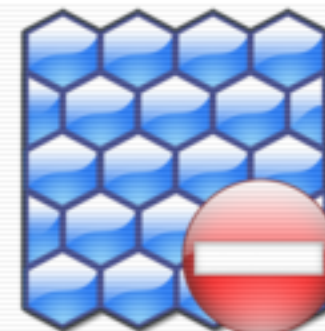
tessellation\_clock



tessellation\_close



tessellation\_config

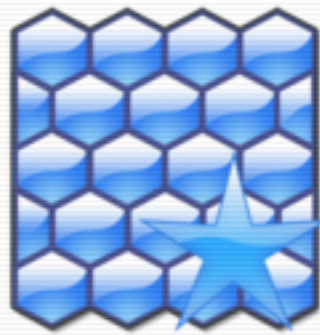


tessellation\_delete





tessellation\_down



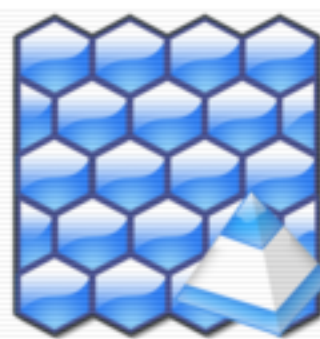
tessellation\_fav



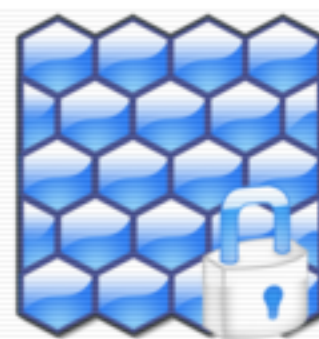
tessellation\_help



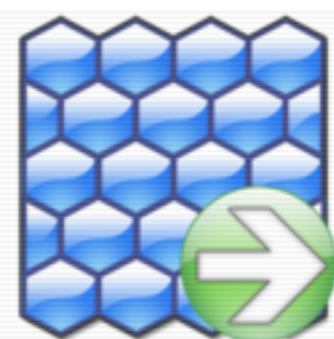
tessellation\_info



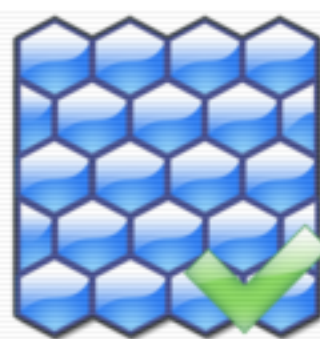
tessellation\_level



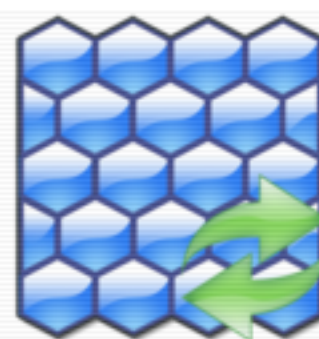
tessellation\_lock



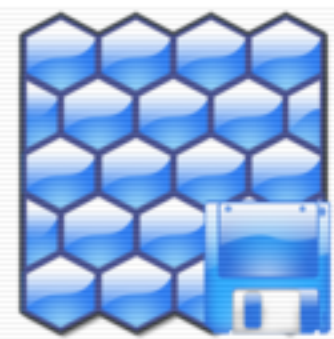
tessellation\_next



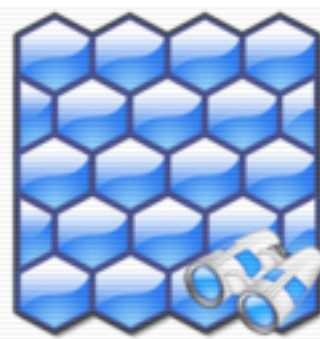
tessellation\_ok



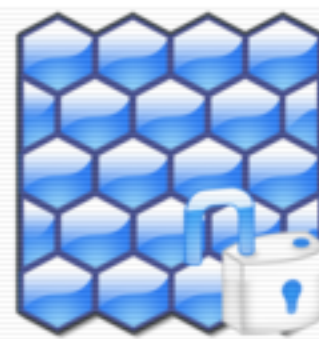
tessellation\_refresh



tessellation\_save



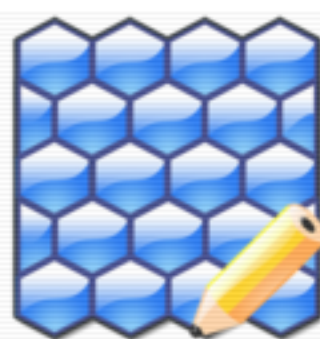
tessellation\_search



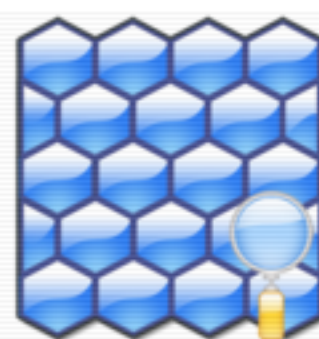
tessellation\_unlock



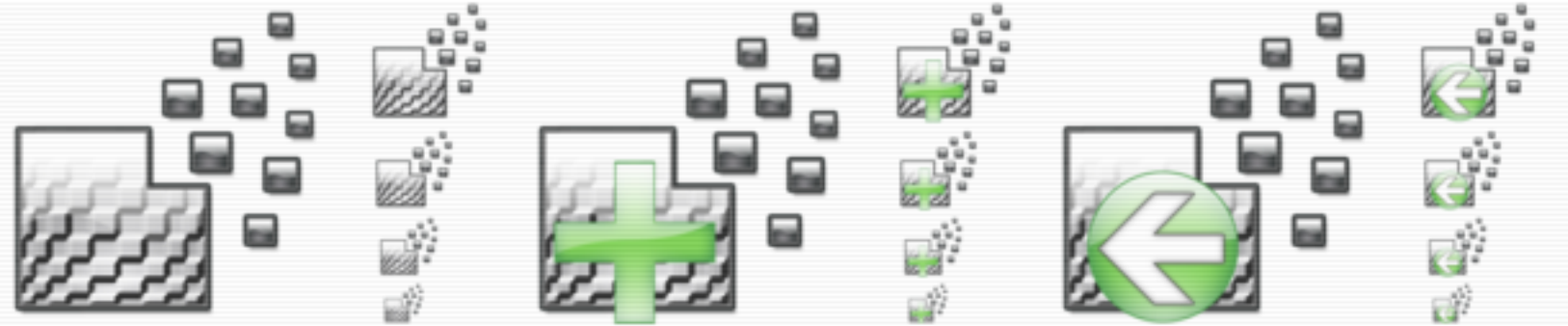
tessellation\_up



tessellation\_write



tessellation\_zoom



texel

texel\_add

texel\_back



texel\_cancel

texel\_clock

texel\_close



texel\_config

texel\_delete

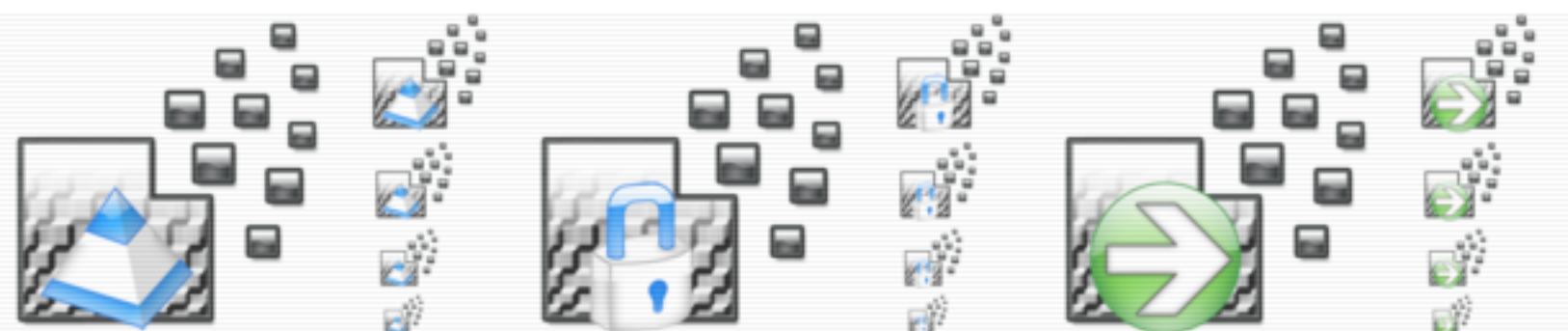
texel\_down



texel\_fav

texel\_help

texel\_info



texel\_level

texel\_lock

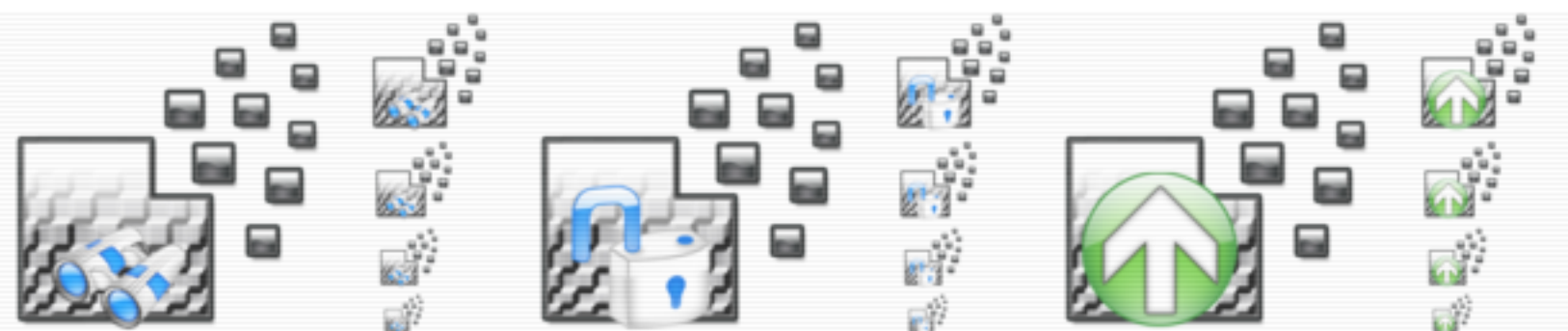
texel\_next



texel\_ok

texel\_refresh

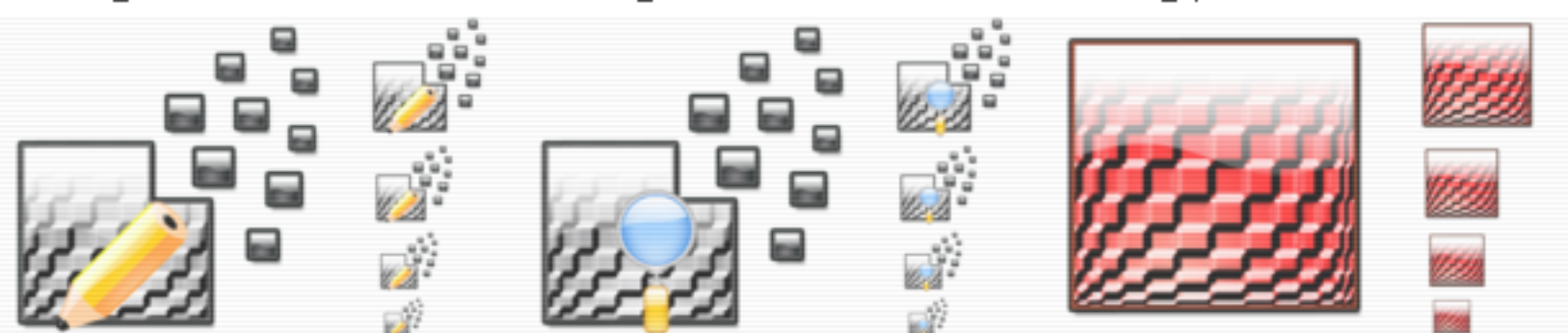
texel\_save



texel\_search

texel\_unlock

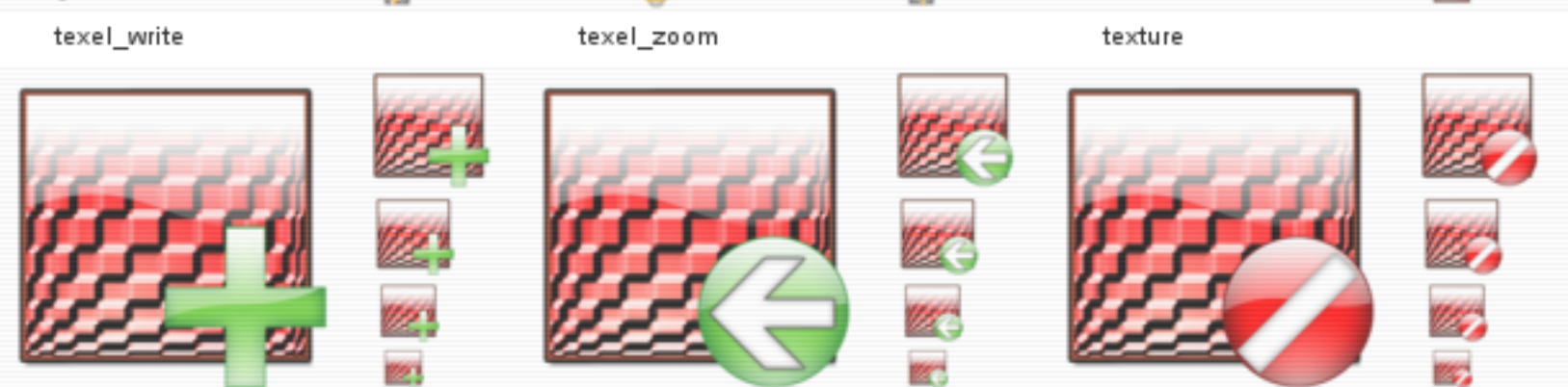
texel\_up



texel\_write

texel\_zoom

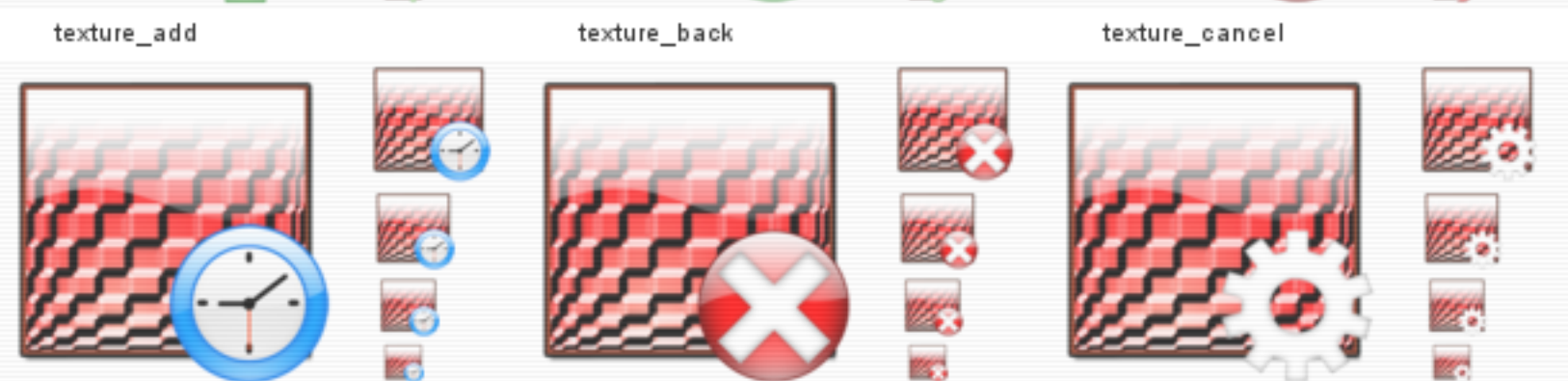
texture



texture\_add

texture\_back

texture\_cancel

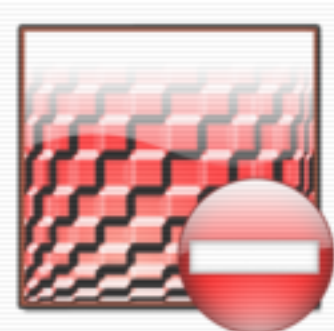


texture\_clock

texture\_close

texture\_config





texture\_delete



texture\_down



texture\_editor



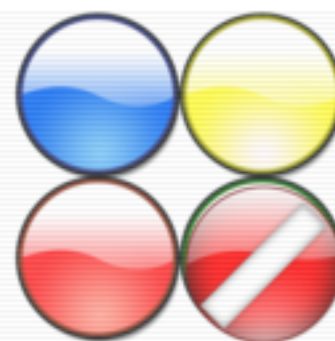
texture\_editor\_add



texture\_editor\_back



texture\_editor\_cancel



texture\_editor\_clock



texture\_editor\_close



texture\_editor\_config



texture\_editor\_delete



texture\_editor\_down



texture\_editor\_fav



texture\_editor\_help



texture\_editor\_info



texture\_editor\_level







texture\_editor\_lock



texture\_editor\_next



texture\_editor\_ok



texture\_editor\_refresh



texture\_editor\_save



texture\_editor\_search



texture\_editor\_unlock



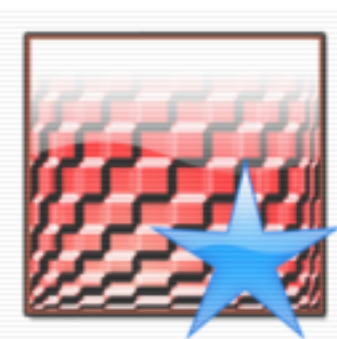
texture\_editor\_up



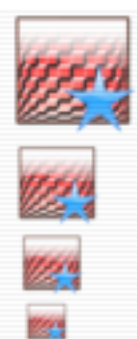
texture\_editor\_write



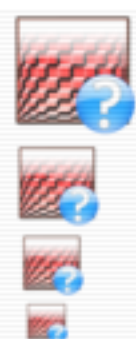
texture\_editor\_zoom



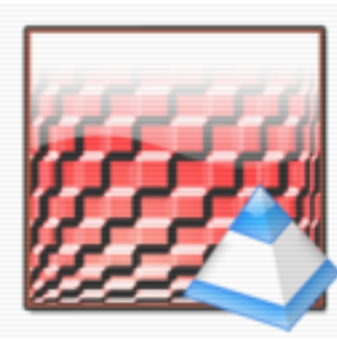
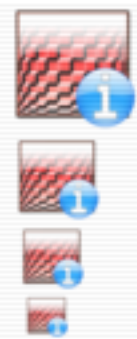
texture\_fav



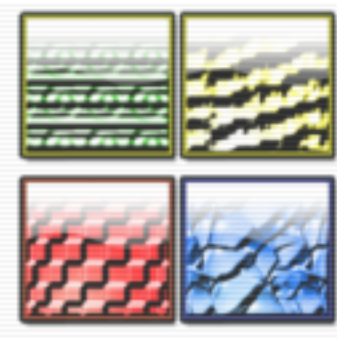
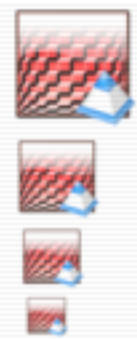
texture\_help



texture\_info



texture\_level



texture\_library







texture\_library\_refresh



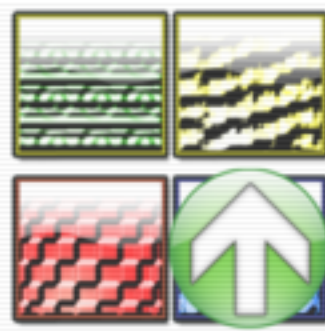
texture\_library\_save



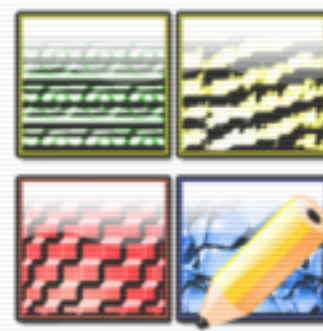
texture\_library\_search



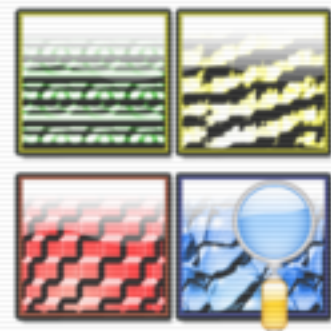
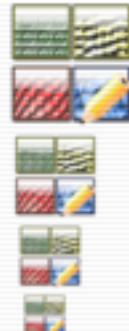
texture\_library\_unlock



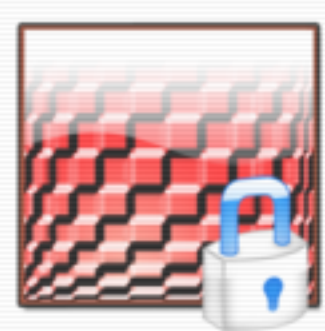
texture\_library\_up



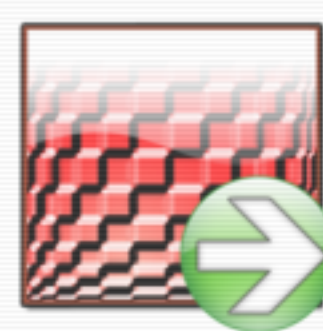
texture\_library\_write



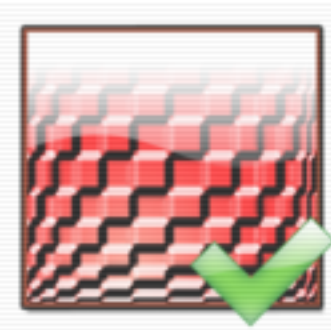
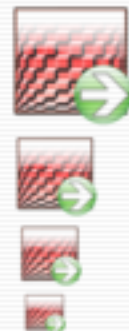
texture\_library\_zoom



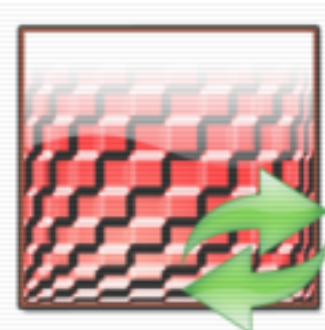
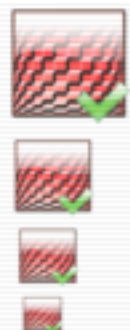
texture\_lock



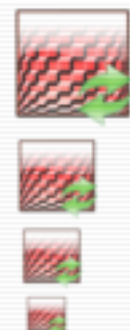
texture\_next



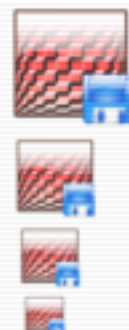
texture\_ok



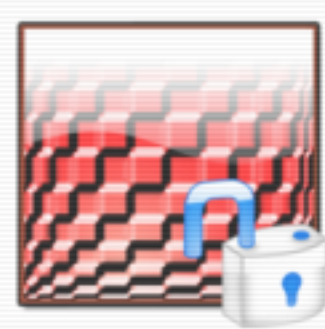
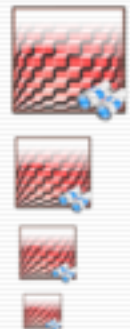
texture\_refresh



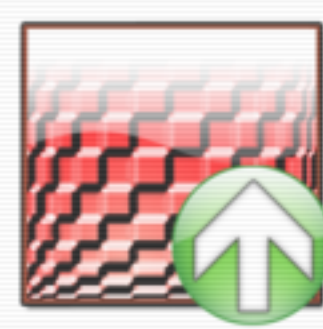
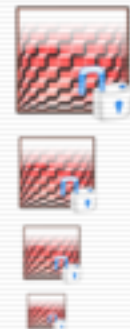
texture\_save



texture\_search



texture\_unlock



texture\_up







texture\_uv



texture\_uv\_add



texture\_uv\_back



texture\_uv\_cancel



texture\_uv\_clock



texture\_uv\_close



texture\_uv\_config



texture\_uv\_delete



texture\_uv\_down



texture\_uv\_fav



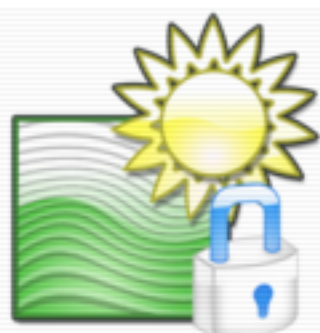
texture\_uv\_help



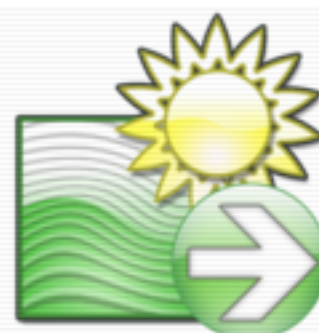
texture\_uv\_info



texture\_uv\_level



texture\_uv\_lock



texture\_uv\_next





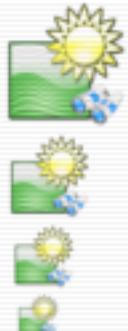
texture\_uv\_ok



texture\_uv\_refresh



texture\_uv\_save



texture\_uv\_search



texture\_uv\_unlock



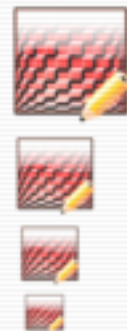
texture\_uv\_up



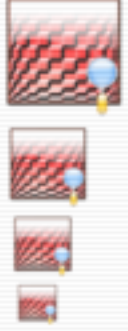
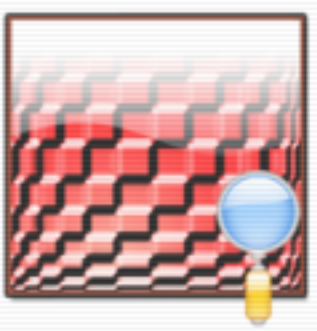
texture\_uv\_write



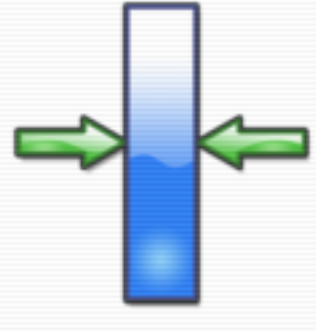
texture\_uv\_zoom



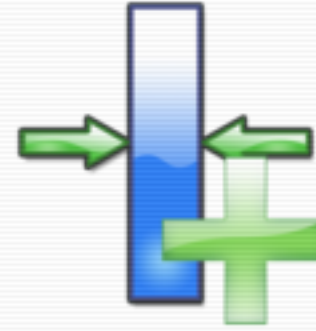
texture\_write



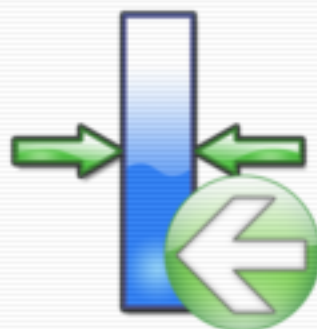
texture\_zoom



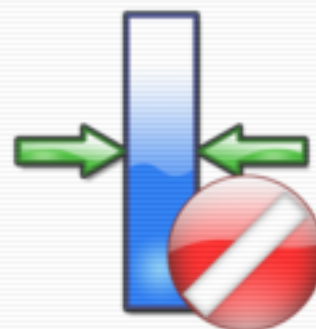
thickness



thickness\_add



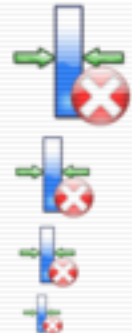
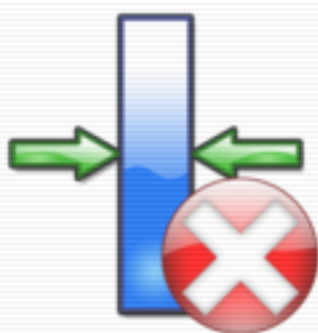
thickness\_back



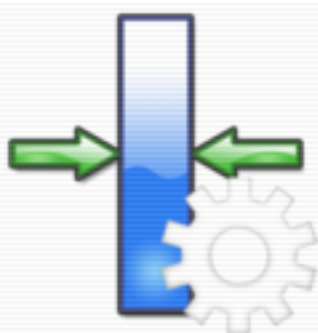
thickness\_cancel



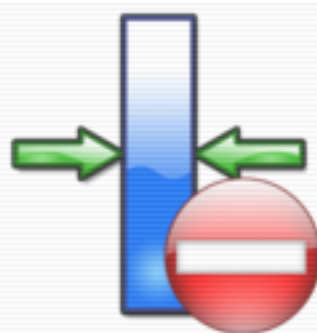
thickness\_clock



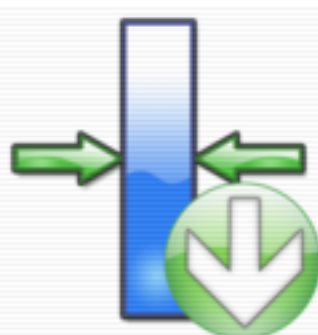
thickness\_close



thickness\_config



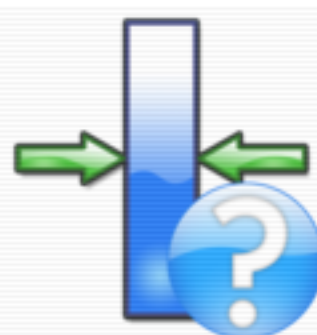
thickness\_delete



thickness\_down



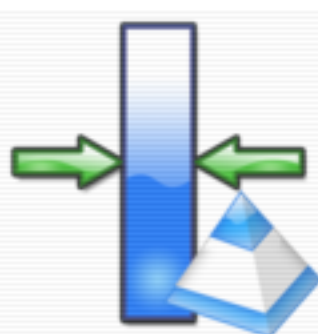
thickness\_fav



thickness\_help



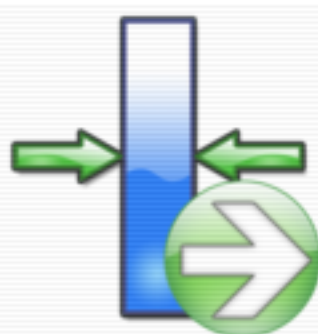
thickness\_info



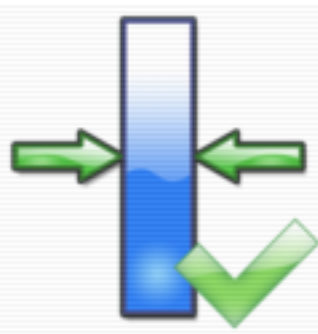
thickness\_level



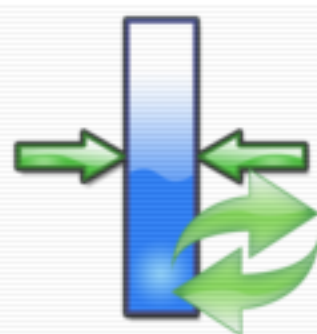
thickness\_lock



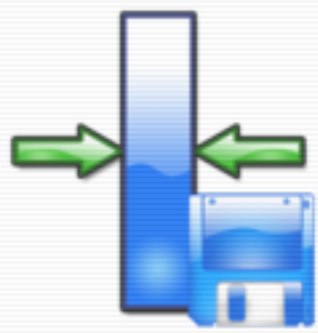
thickness\_next



thickness\_ok



thickness\_refresh



thickness\_save



thickness\_search



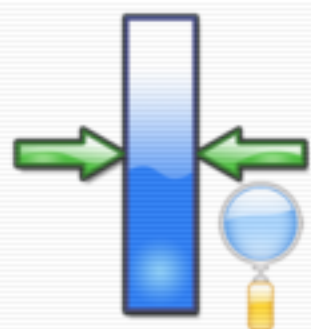
thickness\_unlock



thickness\_up



thickness\_write



transparency



transparency\_add



thickness\_zoom



transparency\_back



transparency\_cancel



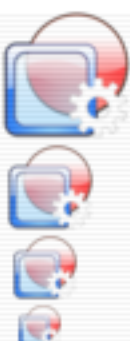
transparency\_clock



transparency\_close



transparency\_config



transparency\_delete



transparency\_down



transparency\_fav



transparency\_help

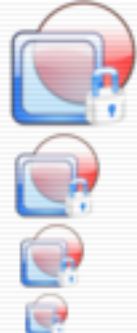


transparency\_info





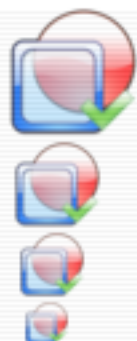
transparency\_level



transparency\_lock



transparency\_next



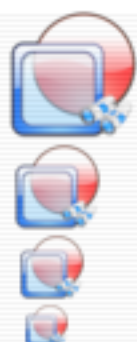
transparency\_ok



transparency\_refresh



transparency\_save



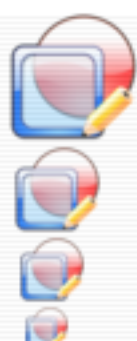
transparency\_search



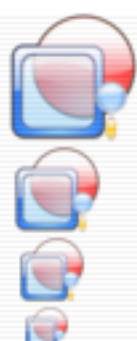
transparency\_unlock



transparency\_up



transparency\_write



transparency\_zoom



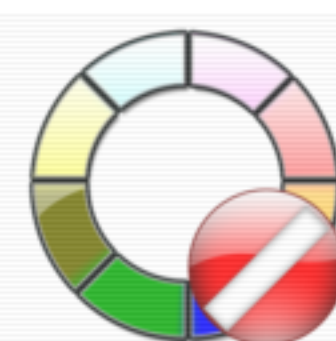
vcq



vcq\_add



vcq\_back



vcq\_cancel





vcq\_clock

vcq\_close

vcq\_config



vcq\_delete

vcq\_down

vcq\_fav



vcq\_help

vcq\_info

vcq\_level



vcq\_lock

vcq\_next

vcq\_ok



vcq\_refresh

vcq\_save

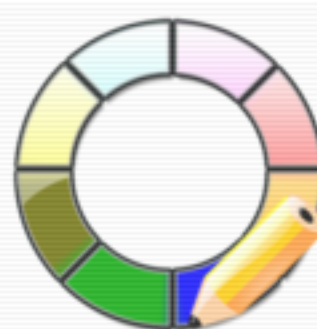
vcq\_search



vcq\_unlock



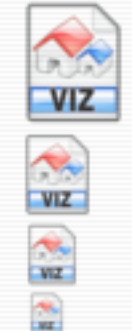
vcq\_up



vcq\_write



vcq\_zoom



viz



viz\_add



viz\_back



viz\_cancel



viz\_clock



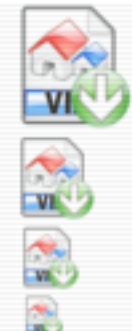
viz\_close



viz\_config



viz\_delete



viz\_down



viz\_fav



viz\_help



viz\_info



viz\_level



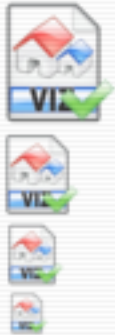
viz\_lock



viz\_next



viz\_ok



viz\_refresh



viz\_save



viz\_search



viz\_unlock



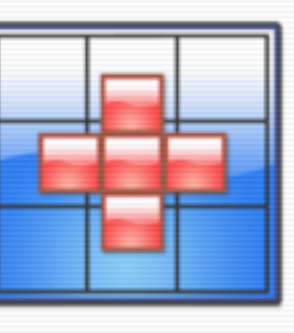
viz\_up



viz\_write



viz\_zoom



voxel



voxel\_add



voxel\_back





voxel\_cancel



voxel\_clock



voxel\_close



voxel\_config



voxel\_delete



voxel\_down



voxel\_fav



voxel\_help



voxel\_info



voxel\_level



voxel\_lock



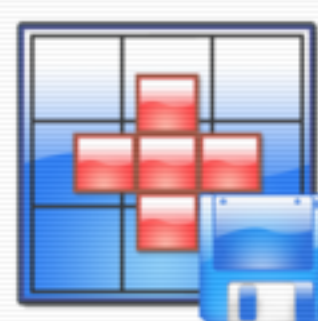
voxel\_next



voxel\_ok



voxel\_refresh



voxel\_save





voxel\_search



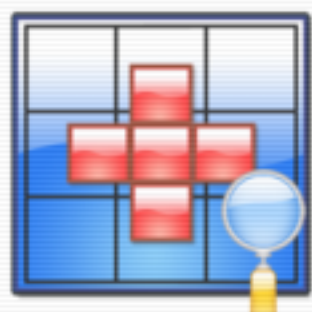
voxel\_unlock



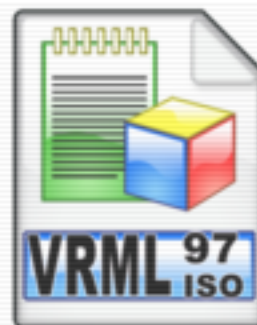
voxel\_up



voxel\_write



voxel\_zoom



vrml97\_iso



vrml97\_iso\_add



vrml97\_iso\_back



vrml97\_iso\_cancel



vrml97\_iso\_clock



vrml97\_iso\_close



vrml97\_iso\_config



vrml97\_iso\_delete



vrml97\_iso\_down



vrml97\_iso\_fav



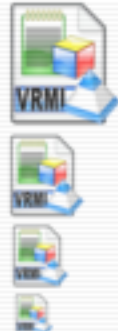
vrml97\_iso\_help



vrml97\_iso\_info



vrml97\_iso\_level



vrml97\_iso\_lock



vrml97\_iso\_next



vrml97\_iso\_ok



vrml97\_iso\_refresh



vrml97\_iso\_save



vrml97\_iso\_search



vrml97\_iso\_unlock



vrml97\_iso\_up



vrml97\_iso\_write



vrml97\_iso\_zoom



vrml\_1.0



vrml\_1.0\_add





vrml\_1.0\_back



vrml\_1.0\_cancel



vrml\_1.0\_clock



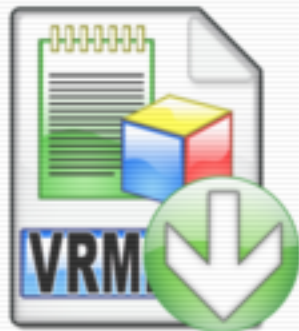
vrml\_1.0\_close



vrml\_1.0\_config



vrml\_1.0\_delete



vrml\_1.0\_down



vrml\_1.0\_fav



vrml\_1.0\_help



vrml\_1.0\_info



vrml\_1.0\_level



vrml\_1.0\_lock



vrml\_1.0\_next



vrml\_1.0\_ok



vrml\_1.0\_refresh





vrml\_1.0\_save



vrml\_1.0\_search



vrml\_1.0\_unlock



vrml\_1.0\_up



vrml\_1.0\_write



vrml\_1.0\_zoom



vrml



vrml\_add



vrml\_back



vrml\_cancel



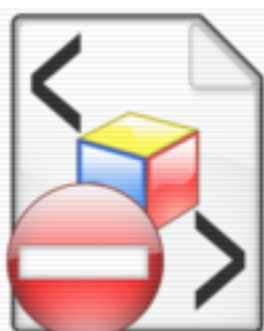
vrml\_clock



vrml\_close



vrml\_config



vrml\_delete



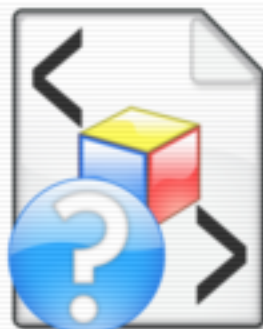
vrml\_down







vrml\_fav



vrml\_help



vrml\_info



vrml\_level



vrml\_lock



vrml\_next



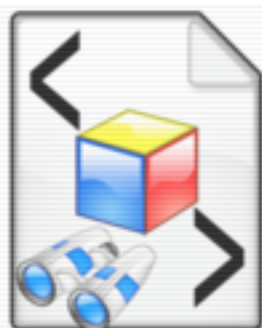
vrml\_ok



vrml\_refresh



vrml\_save



vrml\_search



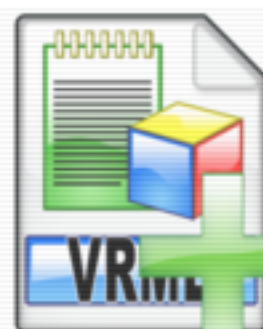
vrml\_unlock



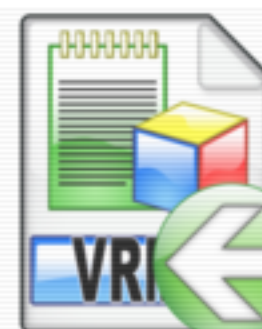
vrml\_up



vrml\_virtual\_reality



vrml\_virtual\_reality\_add



vrml\_virtual\_reality\_back





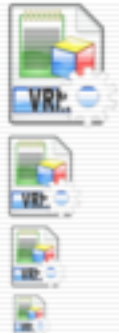
vrml\_virtual\_reality\_cancel



vrml\_virtual\_reality\_clock



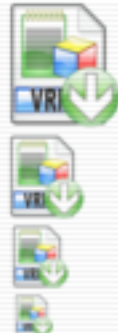
vrml\_virtual\_reality\_close



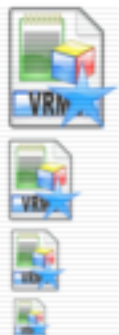
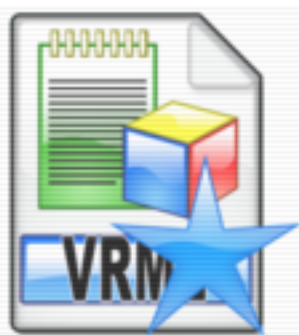
vrml\_virtual\_reality\_config



vrml\_virtual\_reality\_delete



vrml\_virtual\_reality\_down



vrml\_virtual\_reality\_fav



vrml\_virtual\_reality\_help



vrml\_virtual\_reality\_info



vrml\_virtual\_reality\_level



vrml\_virtual\_reality\_lock



vrml\_virtual\_reality\_next



vrml\_virtual\_reality\_ok



vrml\_virtual\_reality\_refresh



vrml\_virtual\_reality\_save



vrml\_virtual\_reality\_search



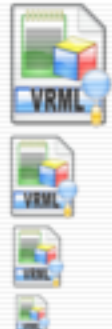
vrml\_virtual\_reality\_unlock



vrml\_virtual\_reality\_up



vrml\_virtual\_reality\_write



vrml\_virtual\_reality\_zoom



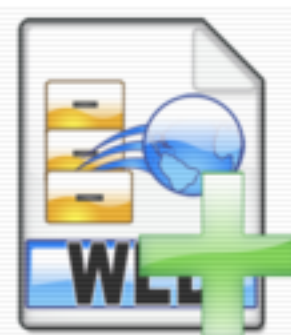
vrml\_write



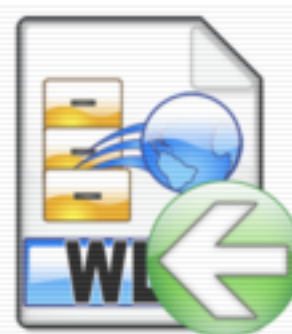
vrml\_zoom



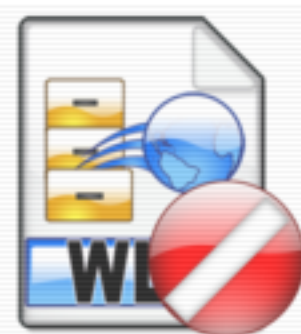
wld



wld\_add



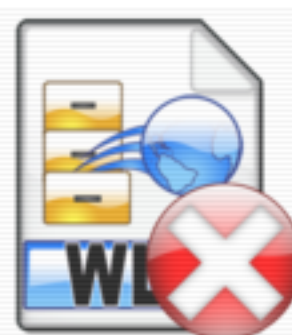
wld\_back



wld\_cancel



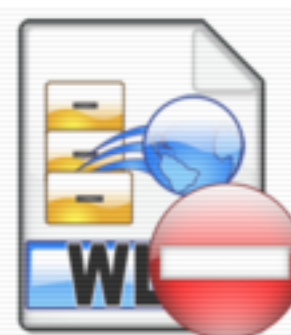
wld\_clock



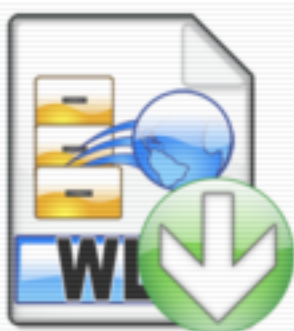
wld\_close



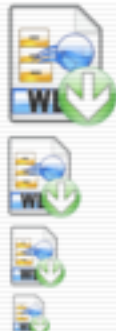
wld\_config



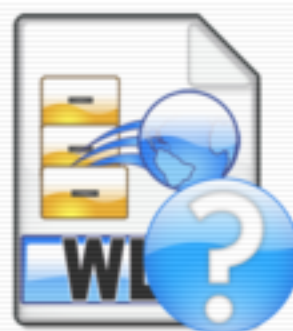
wld\_delete



wld\_down



wld\_fav



wld\_help



wld\_info



wld\_level



wld\_lock



wld\_next



wld\_ok



wld\_refresh



wld\_save



wld\_search



wld\_unlock



wld\_up



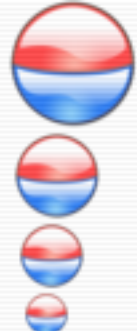
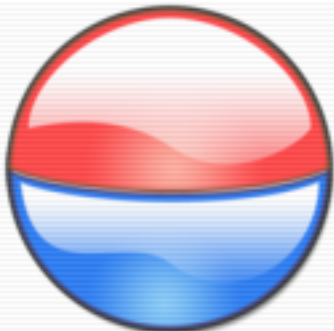
wld\_write



wld\_zoom







zsphere

zsphere\_add

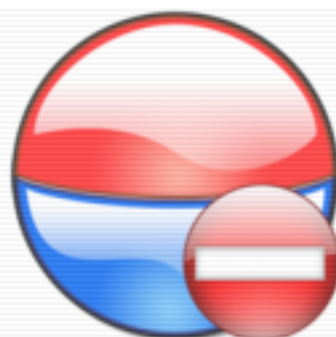
zsphere\_back



zsphere\_cancel

zsphere\_clock

zsphere\_close



zsphere\_config

zsphere\_delete

zsphere\_down



zsphere\_fav

zsphere\_help

zsphere\_info



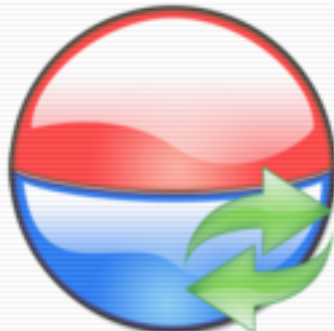
zsphere\_level

zsphere\_lock

zsphere\_next



zsphere\_ok



zsphere\_refresh



zsphere\_save



zsphere\_search



zsphere\_unlock



zsphere\_up



zsphere\_write



zsphere\_zoom