

iconshock

Stroke

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_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_reload



3d_file.import_remove



3d_file.import_save



3d_file.import_search



3d_file.import_unlock



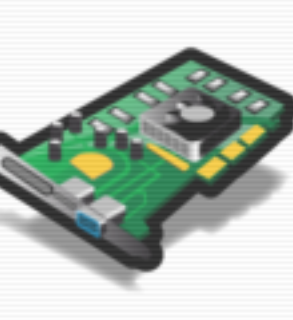
3d_file.import_up



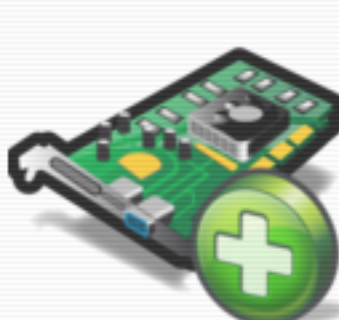
3d_file.import_write



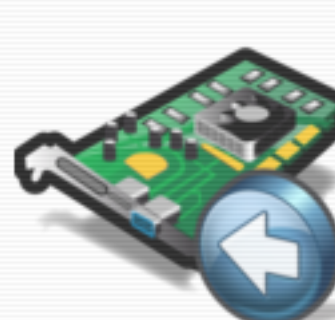
3d_file.import_zoom



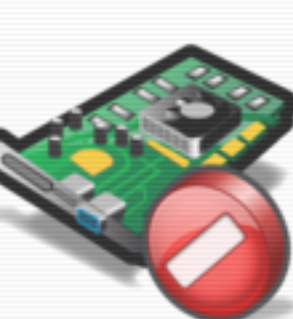
3d_graphics_accelerator



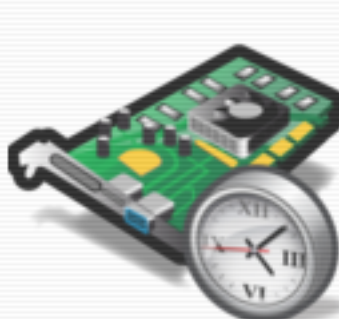
3d_graphics_accelerator_add



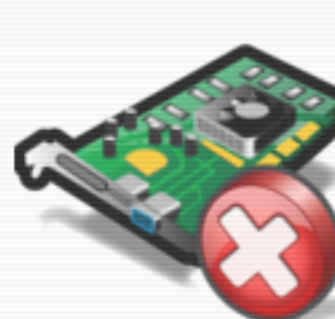
3d_graphics_accelerator_back



3d_graphics_accelerator_cancel

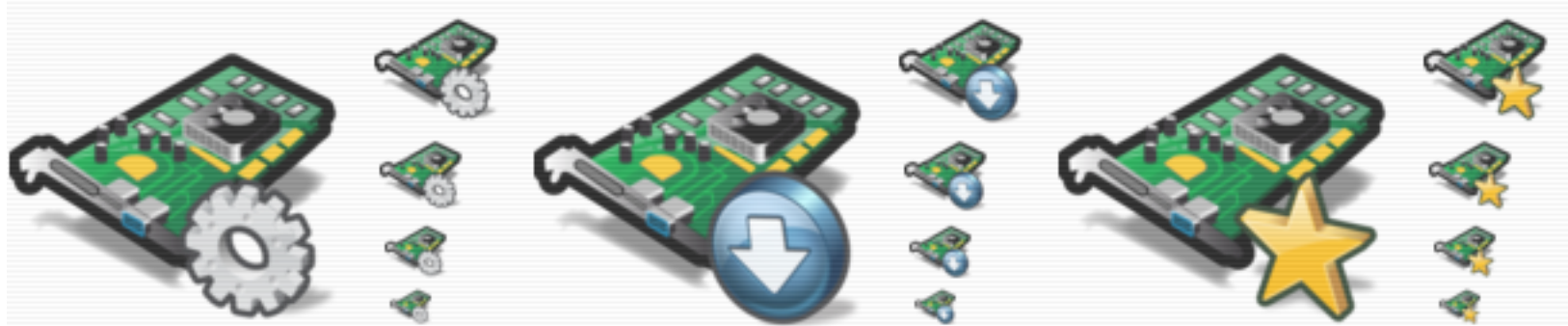


3d_graphics_accelerator_clock



3d_graphics_accelerator_close

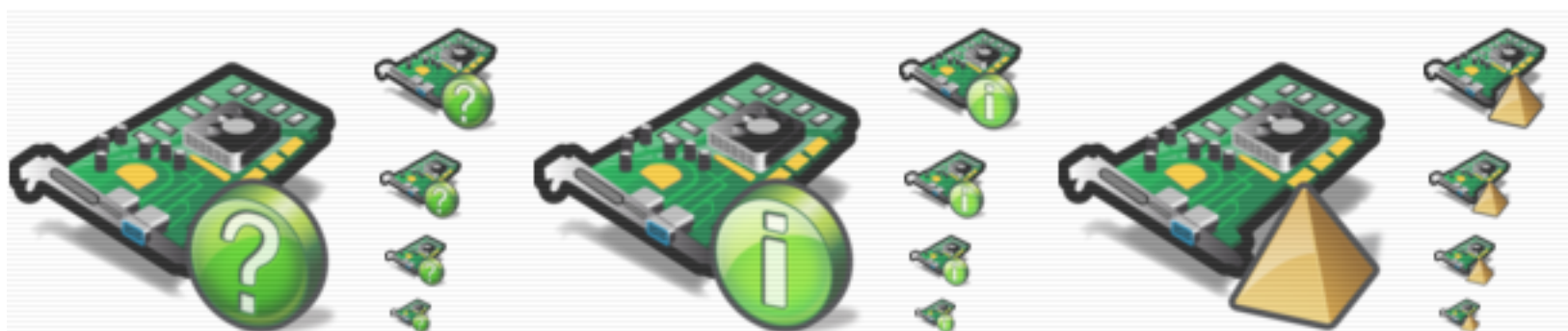




3d_graphics_accelerator_config

3d_graphics_accelerator_down

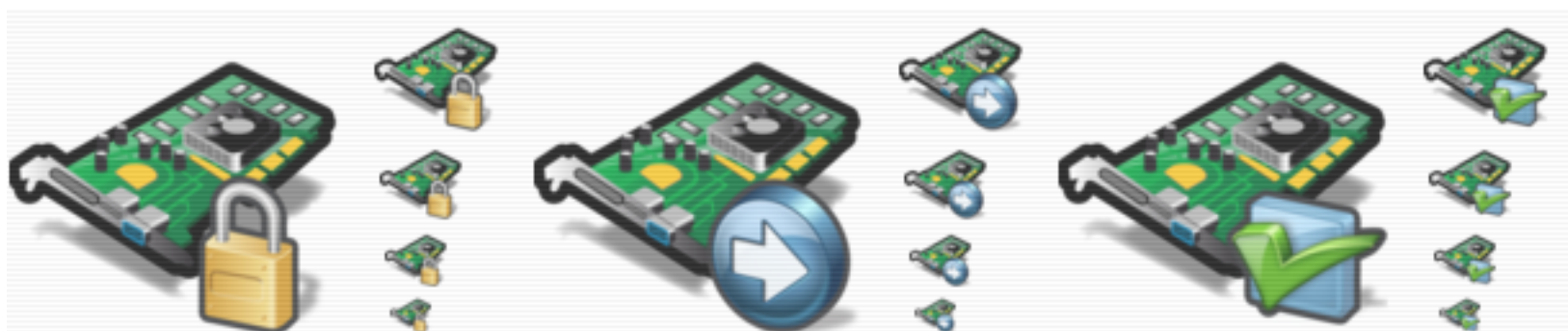
3d_graphics_accelerator_fav



3d_graphics_accelerator_help

3d_graphics_accelerator_info

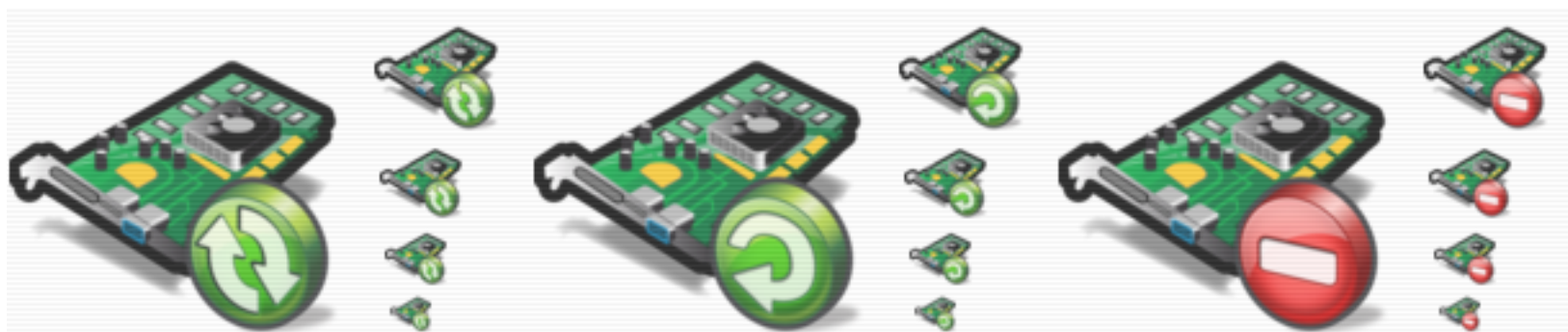
3d_graphics_accelerator_level



3d_graphics_accelerator_lock

3d_graphics_accelerator_next

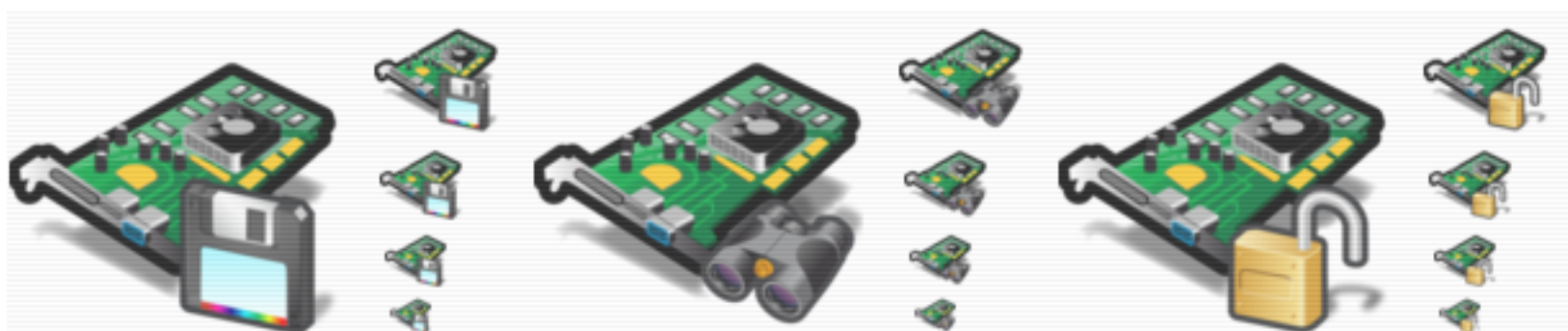
3d_graphics_accelerator_ok



3d_graphics_accelerator_refresh

3d_graphics_accelerator_reload

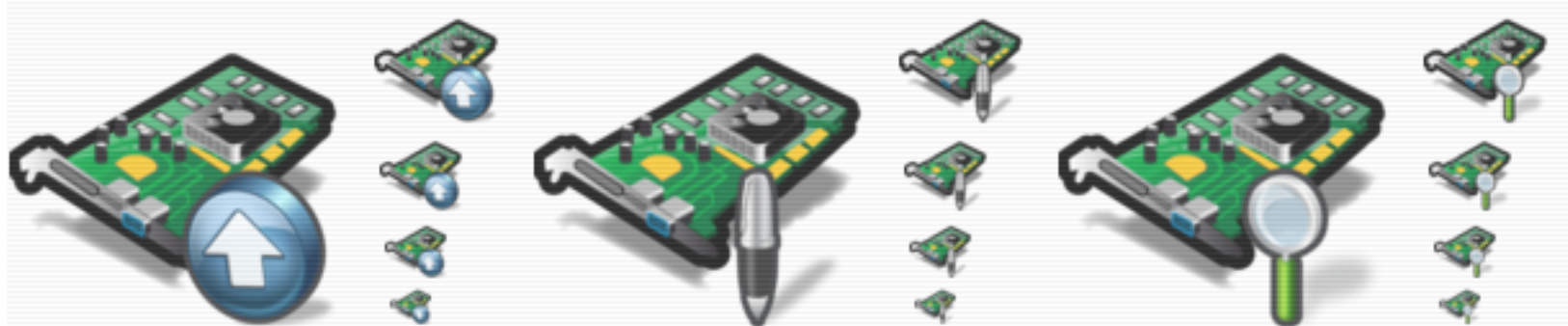
3d_graphics_accelerator_remove



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.down

3ds.fav



3ds.help

3ds.info

3ds.level



3ds.lock



3ds.next



3ds.ok



3ds.refresh



3ds.reload



3ds.remove



3ds.save



3ds.search



3ds.unlock



3ds.up



3ds.write



3ds.zoom



aa_filter

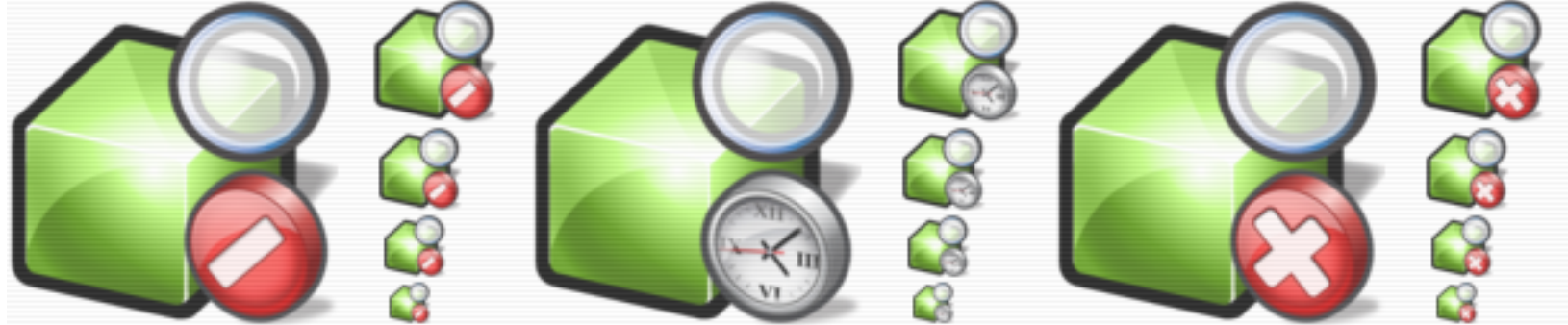


aa_filter.add



aa_filter.back





aa_filter_cancel

aa_filter_clock

aa_filter_close



aa_filter_config

aa_filter_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_reload

aa_filter_remove



aa_filter_save



aa_filter_search



aa_filter_unlock



aa_filter_up



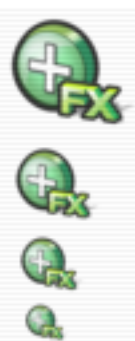
aa_filter_write



aa_filter_zoom



add_effect



add_effect.add



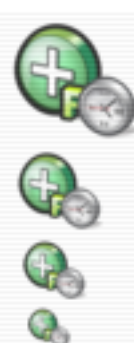
add_effect.back



add_effect.cancel



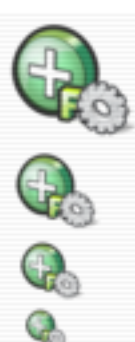
add_effect.clock



add_effect.close



add_effect.config



add_effect_down



add_effect_fav





add_effect_help



add_effect_info



add_effect_level



add_effect_lock



add_effect_next



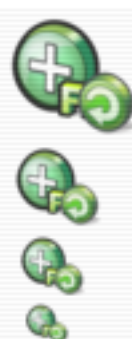
add_effect_ok



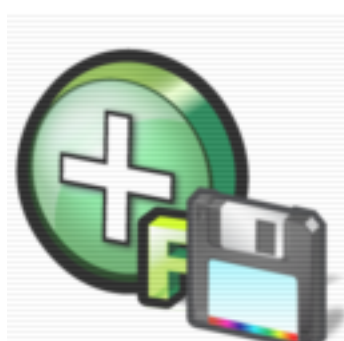
add_effect_refresh



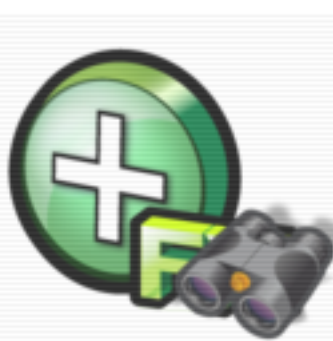
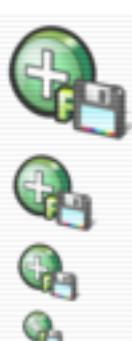
add_effect_reload



add_effect_remove



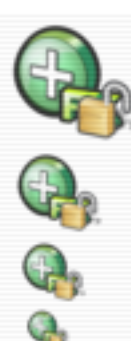
add_effect_save



add_effect_search



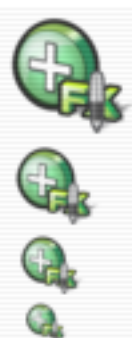
add_effect_unlock



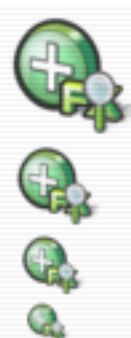
add_effect_up

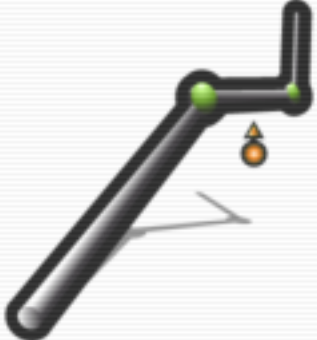


add_effect_write



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.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



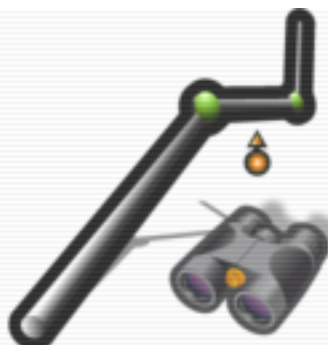
add_point_reload



add_point_remove



add_point_save



add_point_search



add_point_unlock



add_point_up



add_point_write



add_point_zoom



alpha_blending



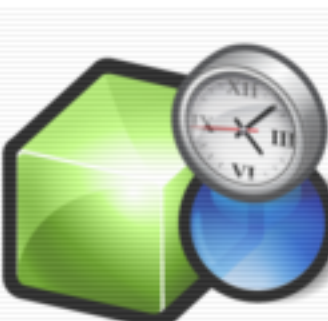
alpha_blending_add



alpha_blending_back



alpha_blending_cancel



alpha_blending_clock



alpha_blending_close





alpha_blending_config

alpha_blending_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_reload

alpha_blending_remove



alpha_blending_save

alpha_blending_search

alpha_blending_unlock



alpha_blending_up

alpha_blending_write

alpha_blending_zoom



ambient

ambient.add

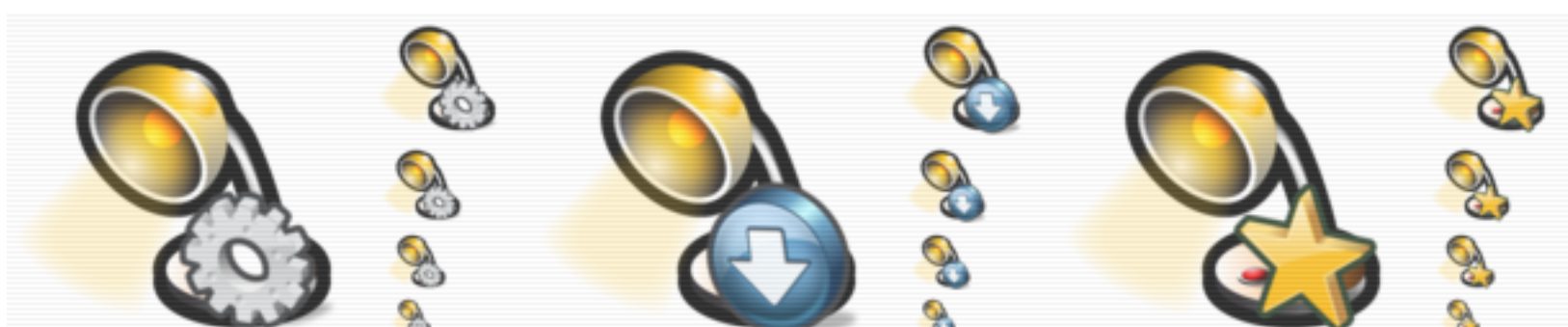
ambient.back



ambient.cancel

ambient.clock

ambient.close



ambient.config

ambient_down

ambient_fav



ambient.help

ambient.info

ambient.level



ambient.lock



ambient.next



ambient.ok



ambient.refresh



ambient.reload



ambient.remove



ambient.save



ambient.search



ambient.unlock



ambient.up



ambient.write



ambient.zoom



animate



animate.add

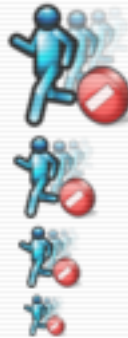


animate.back





animate_cancel



animate_clock



animate_close



animate_config



animate_down



animate_fav



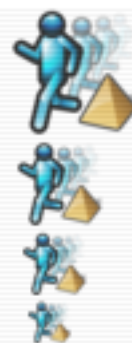
animate_help



animate_info



animate_level



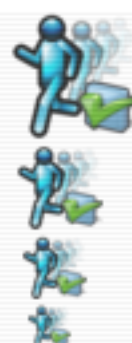
animate_lock



animate_next



animate_ok



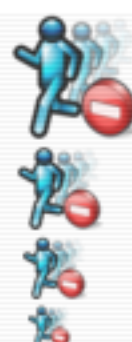
animate_refresh



animate_reload



animate_remove

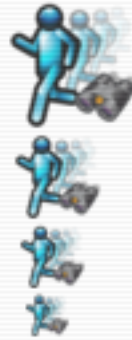




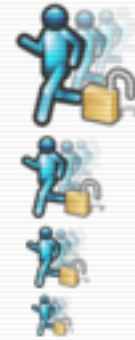
animate_save



animate_search



animate_unlock



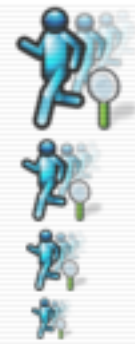
animate_up



animate_write



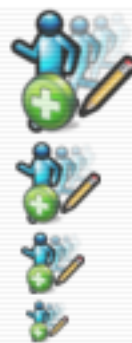
animate_zoom



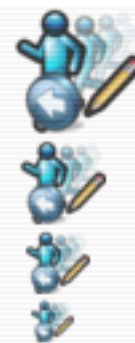
animation_editor



animation_editor_add



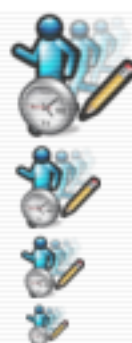
animation_editor_back



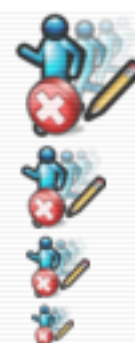
animation_editor_cancel



animation_editor_clock



animation_editor_close



animation_editor_config



animation_editor_down



animation_editor_fav





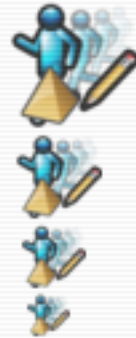
animation_editor_help



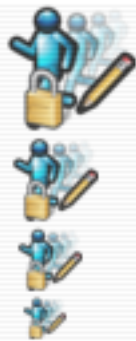
animation_editor_info



animation_editor_level



animation_editor_lock



animation_editor_next



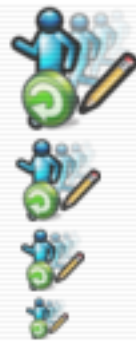
animation_editor_ok



animation_editor_refresh



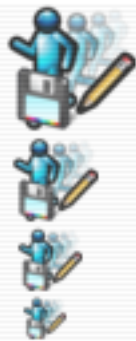
animation_editor_reload



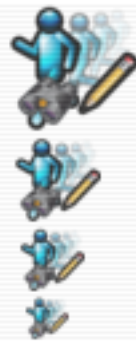
animation_editor_remove



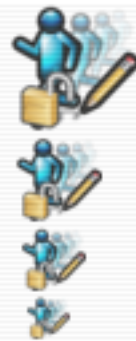
animation_editor_save



animation_editor_search



animation_editor_unlock



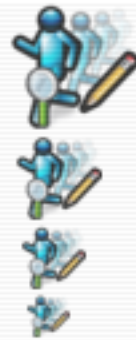
animation_editor_up



animation_editor_write



animation_editor_zoom





animation_texture



animation_texture_add



animation_texture.back



animation_texture.cancel



animation_texture.clock



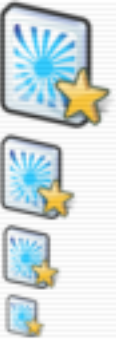
animation_texture.close



animation_texture.config



animation_texture_down



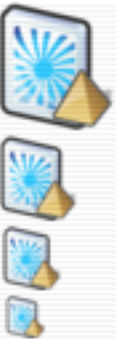
animation_texture.fav



animation_texture.help



animation_texture.info



animation_texture.level



animation_texture.lock



animation_texture.next



animation_texture.ok



animation_texture_refresh



animation_texture_reload



animation_texture_remove



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_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_reload



anisotropic_filtering_remove



anisotropic_filtering_save



anisotropic_filtering_search



anisotropic_filtering_unlock



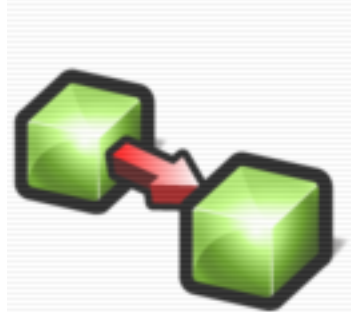
anisotropic_filtering_up



anisotropic_filtering_write



anisotropic_filtering_zoom



antialiasing_rendering



antialiasing_rendering_add



antialiasing_rendering_back



antialiasing_rendering_cancel



antialiasing_rendering_clock



antialiasing_rendering_close



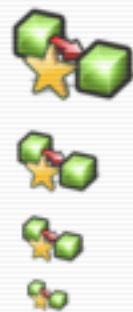
antialiasing_rendering_config



antialiasing_rendering_down



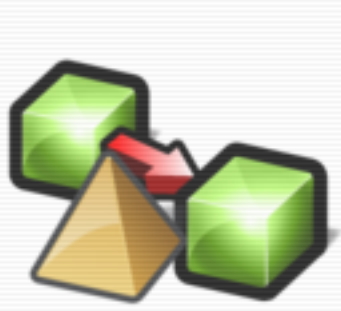
antialiasing_rendering_fav



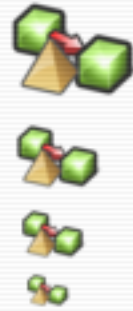
antialiasing_rendering_help

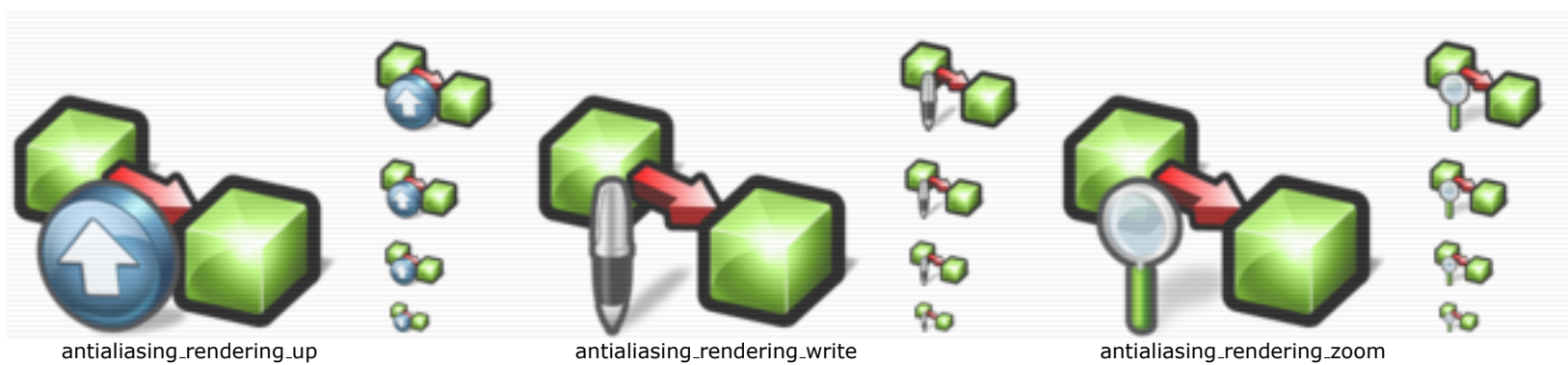
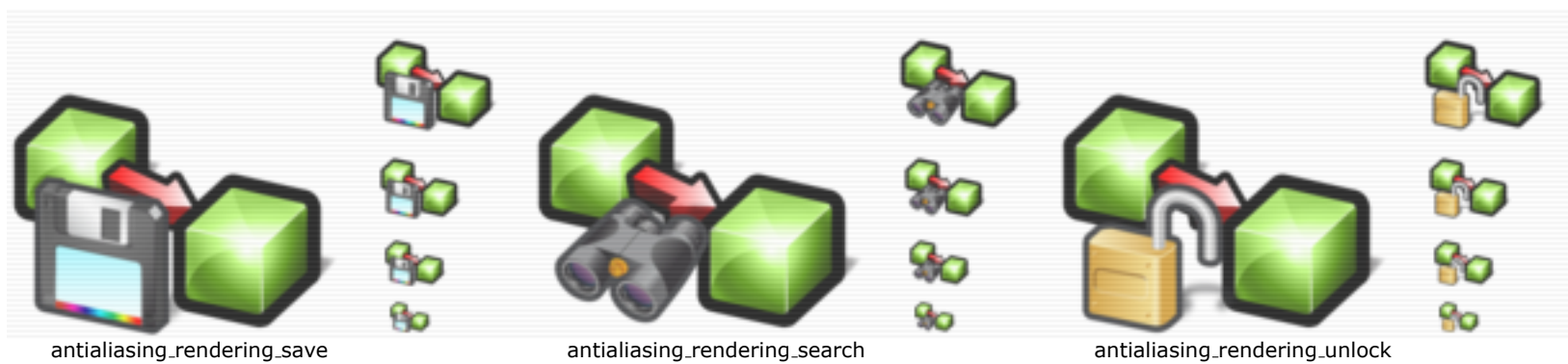
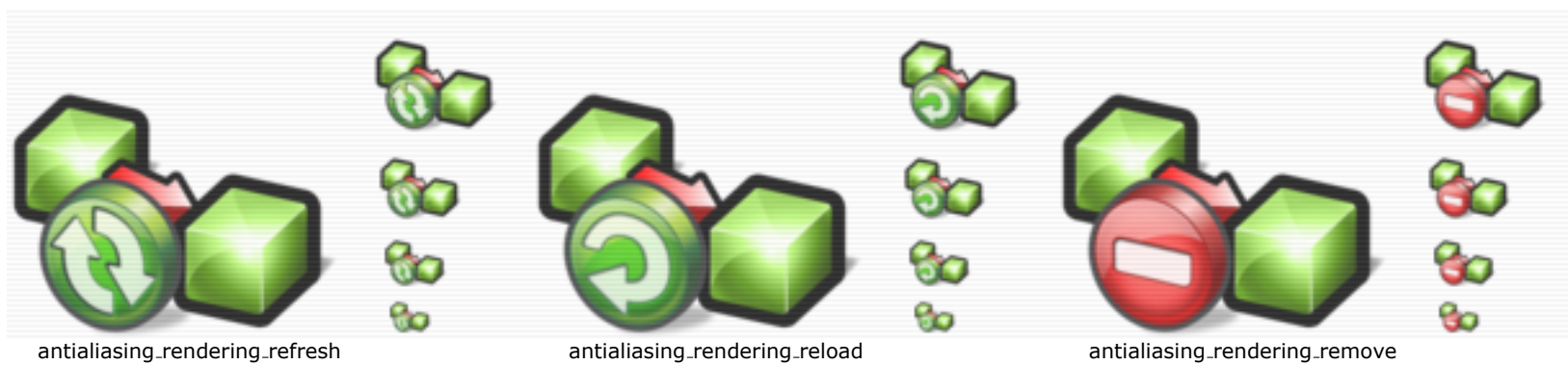
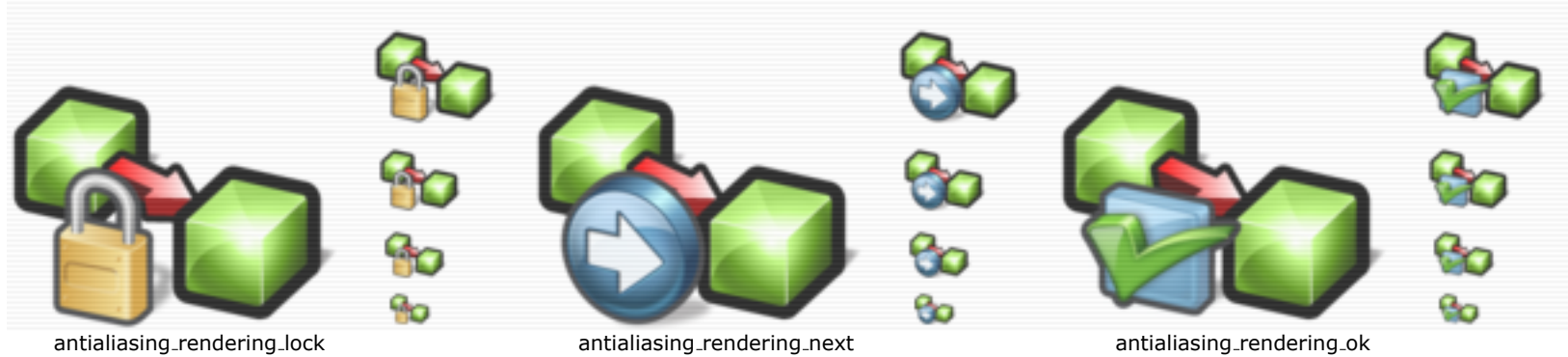


antialiasing_rendering_info



antialiasing_rendering_level







arrow_cancel



arrow_clock



arrow_close



arrow_config



arrow_down



arrow_fav



arrow_help



arrow_info



arrow_level



arrow_lock



arrow_next



arrow_ok



arrow_refresh



arrow_reload



arrow_remove





arrow_save



arrow_search



arrow_unlock



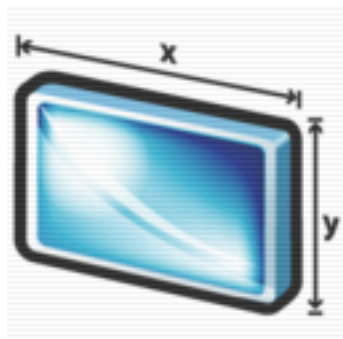
arrow_up



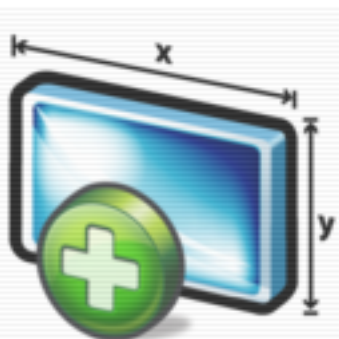
arrow_write



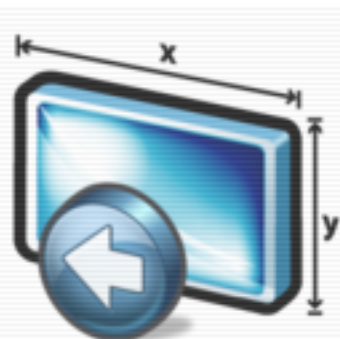
arrow_zoom



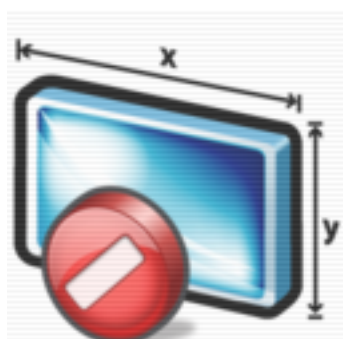
aspect_ratio



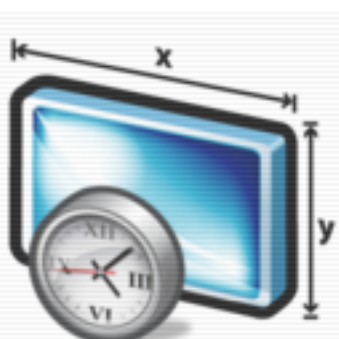
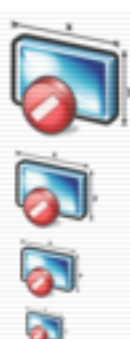
aspect_ratio_add



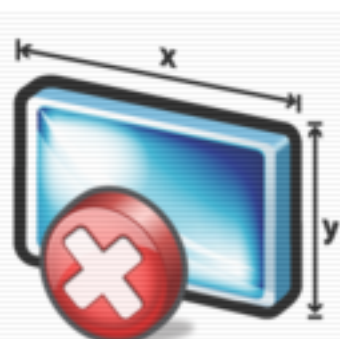
aspect_ratio_back



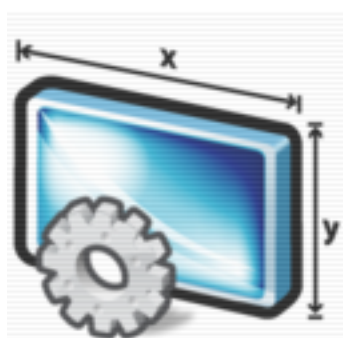
aspect_ratio_cancel



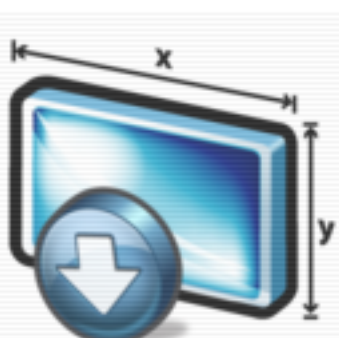
aspect_ratio_clock



aspect_ratio_close



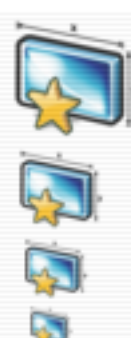
aspect_ratio_config

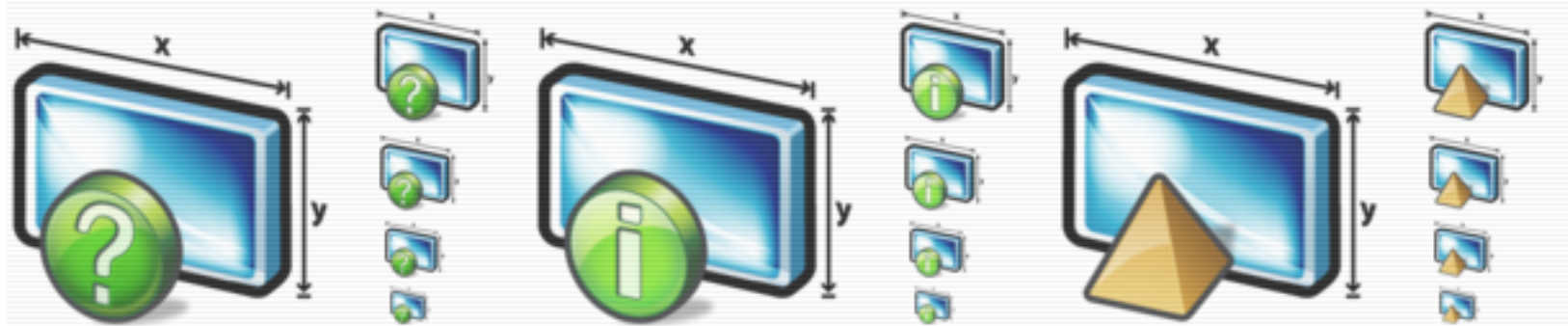


aspect_ratio_down



aspect_ratio_fav

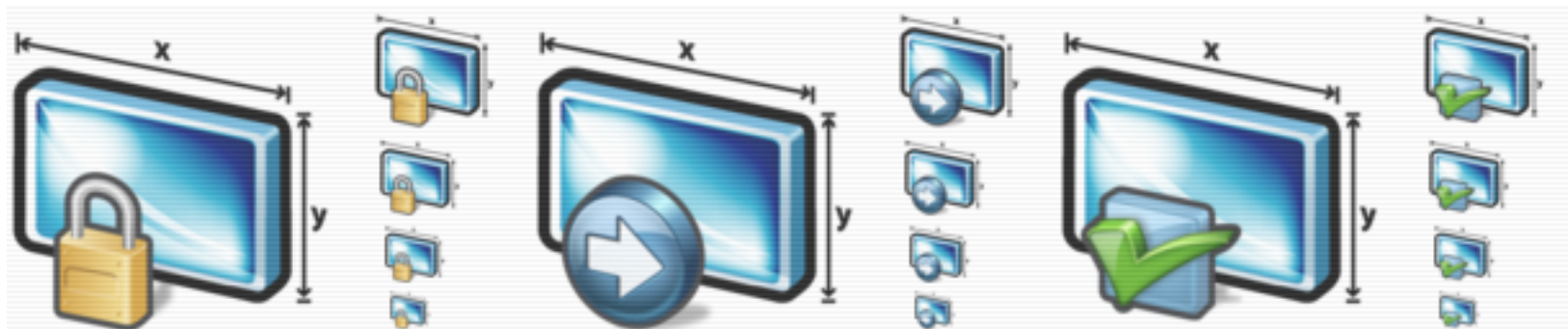




aspect_ratio_help

aspect_ratio_info

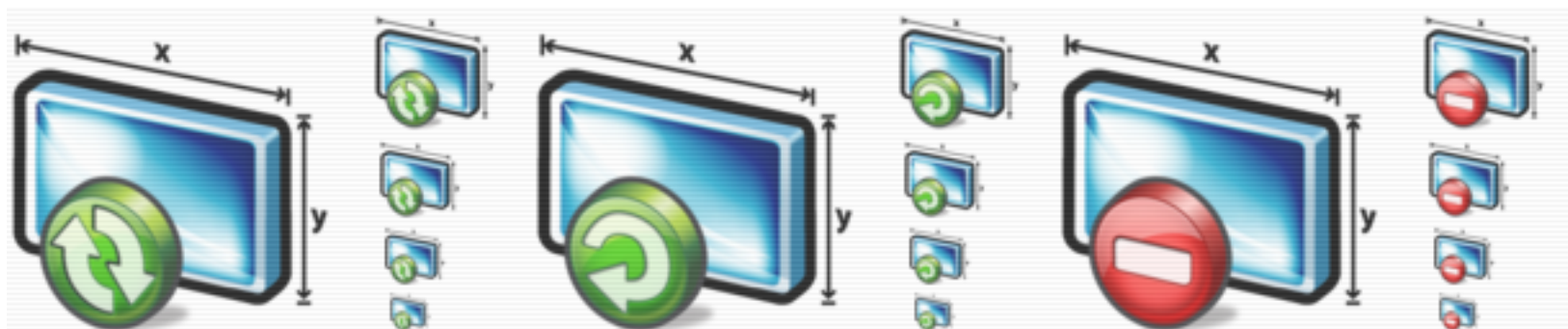
aspect_ratio_level



aspect_ratio_lock

aspect_ratio_next

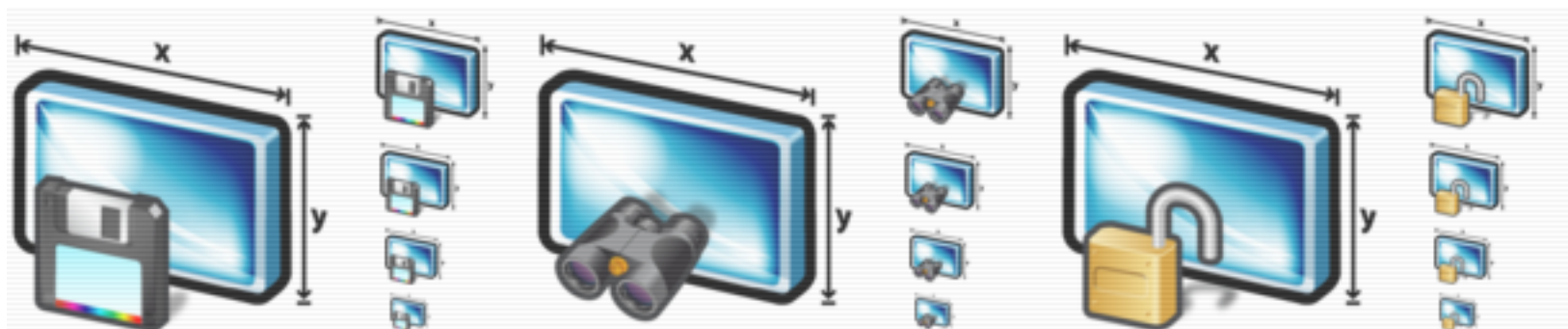
aspect_ratio_ok



aspect_ratio_refresh

aspect_ratio_reload

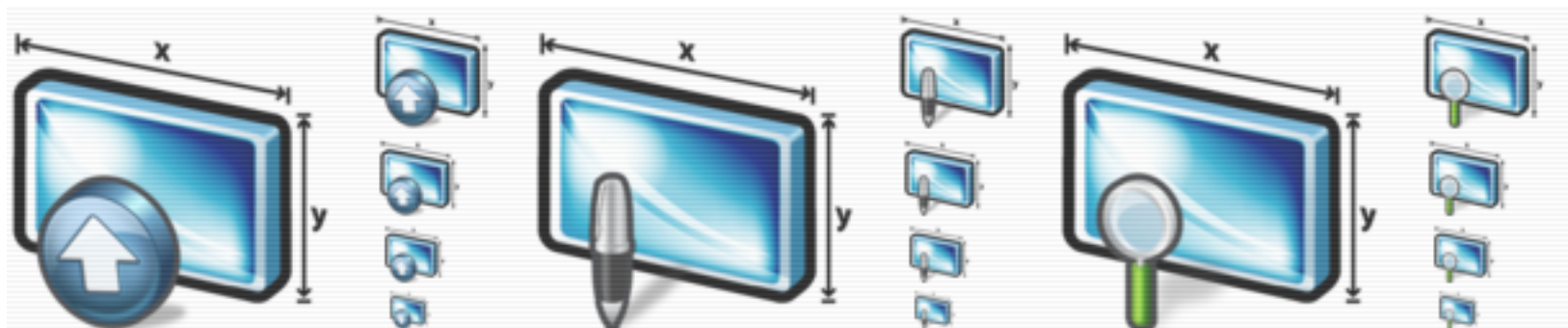
aspect_ratio_remove



aspect_ratio_save

aspect_ratio_search

aspect_ratio_unlock



aspect_ratio_up

aspect_ratio_write

aspect_ratio_zoom



backside



backside_add



backside.back



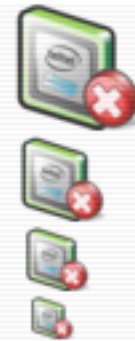
backside.cancel



backside.clock



backside.close



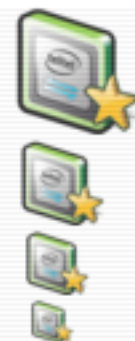
backside_config



backside_down



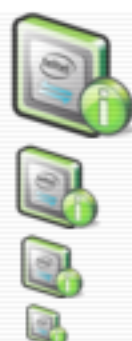
backside.fav



backside_help



backside_info



backside.level



backside.lock



backside.next



backside.ok





backside.refresh

backside.reload

backside.remove



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_down



beveling_fav



beveling_help



beveling_info



beveling_level



beveling_lock



beveling_next



beveling_ok



beveling_refresh



beveling_reload



beveling_remove



beveling_save



beveling_search



beveling_unlock





beveling_up



beveling_write



beveling_zoom



billinear_filtering



billinear_filtering_add



billinear_filtering_back



billinear_filtering_cancel



billinear_filtering_clock



billinear_filtering_close



billinear_filtering_config



billinear_filtering_down



billinear_filtering_fav



billinear_filtering_help



billinear_filtering_info



billinear_filtering_level





bilinear_filtering_lock



bilinear_filtering_next



bilinear_filtering_ok



bilinear_filtering_refresh



bilinear_filtering_reload



bilinear_filtering_remove



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.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.reload

bitmap.texture.remove



bitmap_texture_save

bitmap_texture_search

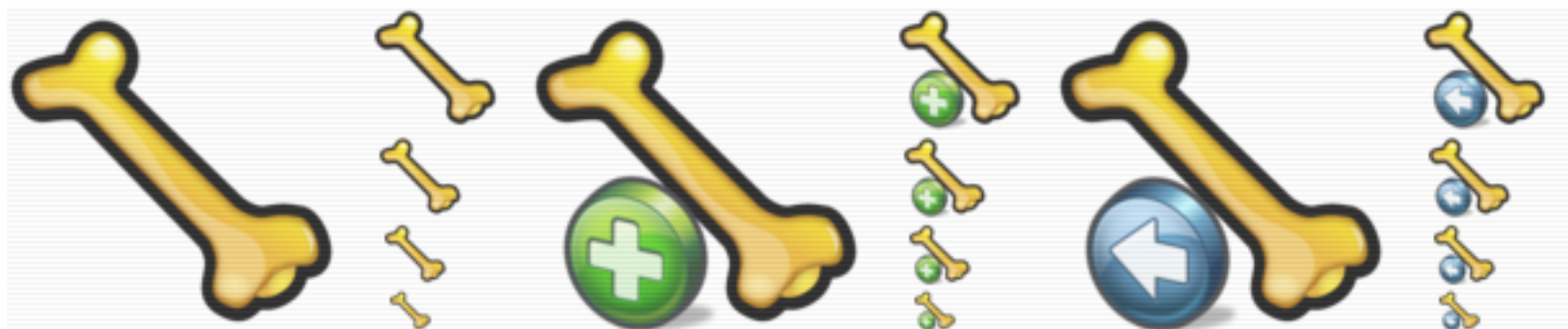
bitmap_texture_unlock



bitmap_texture_up

bitmap_texture_write

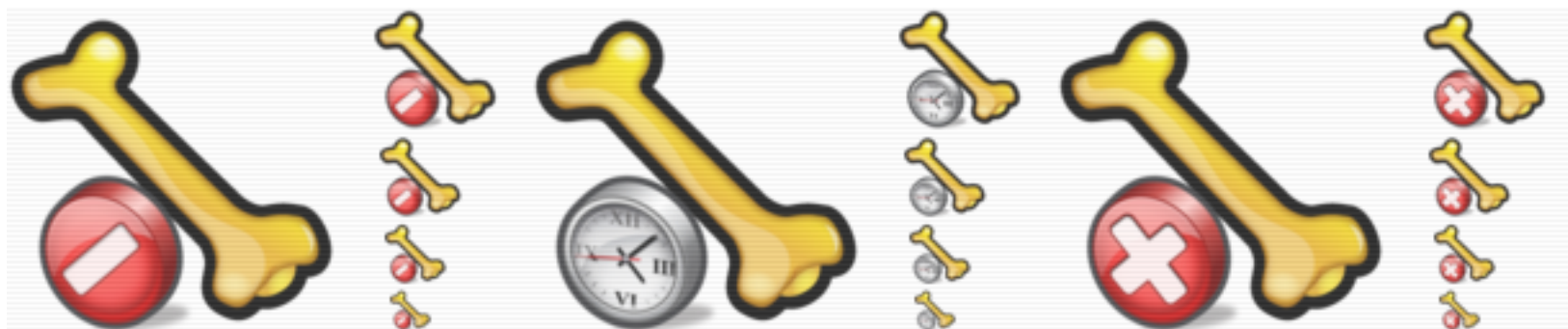
bitmap_texture_zoom



bone

bone_add

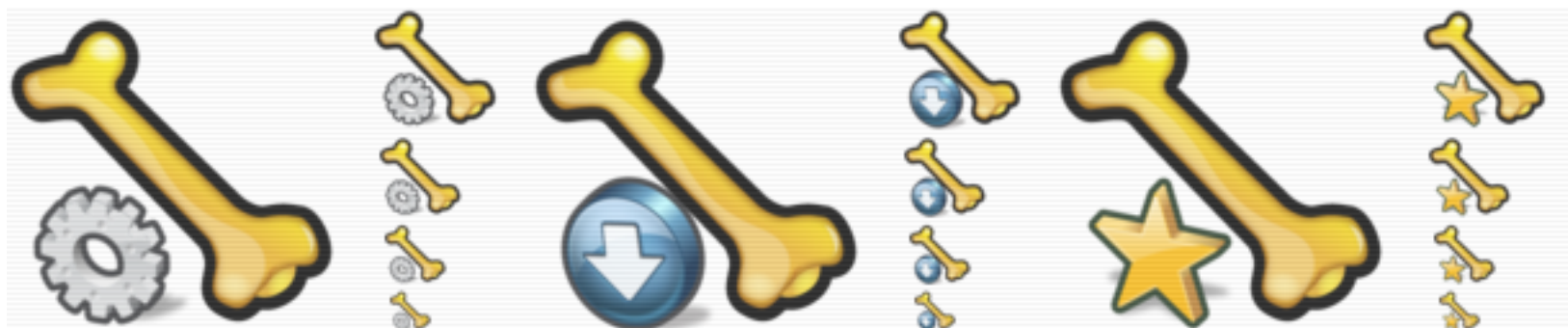
bone_back



bone_cancel

bone_clock

bone_close



bone_config

bone_down

bone_fav



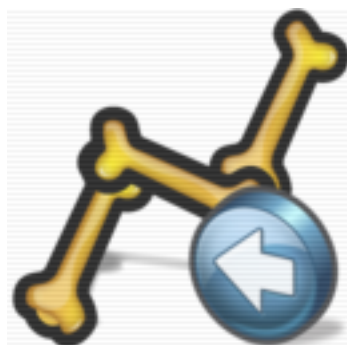
bone_help



bone_hierarchy



bone_hierarchy_add



bone_hierarchy_back



bone_hierarchy_cancel



bone_hierarchy_clock



bone_hierarchy_close



bone_hierarchy_config



bone_hierarchy_down



bone_hierarchy_fav



bone_hierarchy_help



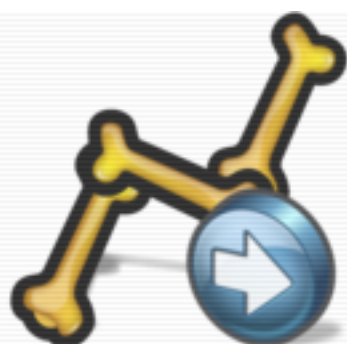
bone_hierarchy_info



bone_hierarchy_level



bone_hierarchy_lock



bone_hierarchy_next





bone_hierarchy_ok



bone_hierarchy_refresh



bone_hierarchy_reload



bone_hierarchy_remove



bone_hierarchy_save



bone_hierarchy_search



bone_hierarchy_unlock



bone_hierarchy_up



bone_hierarchy_write



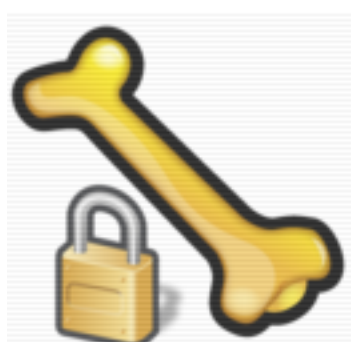
bone_hierarchy_zoom



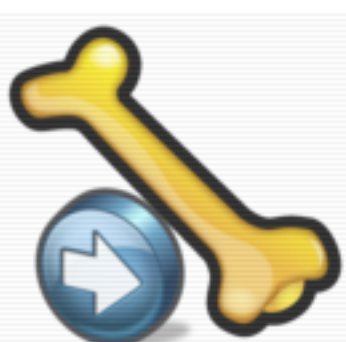
bone_info



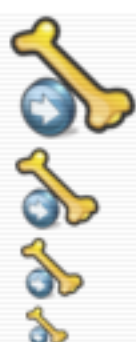
bone_level



bone_lock

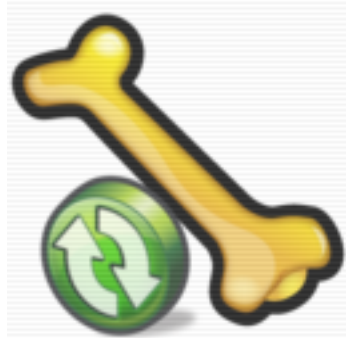


bone_next

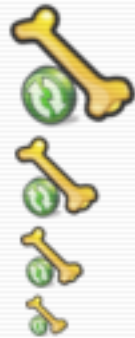


bone_ok





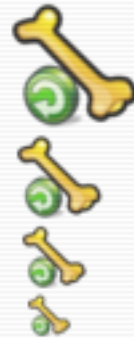
bone_refresh



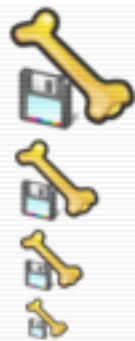
bone_reload



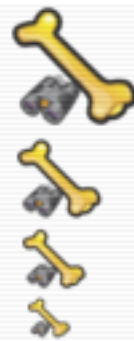
bone_remove



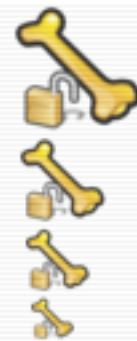
bone_save



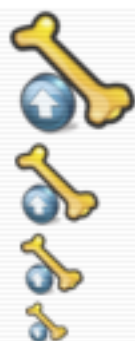
bone_search



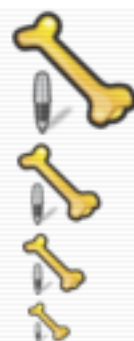
bone_unlock



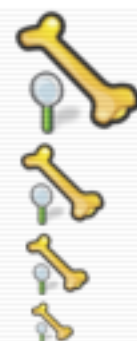
bone_up



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.down



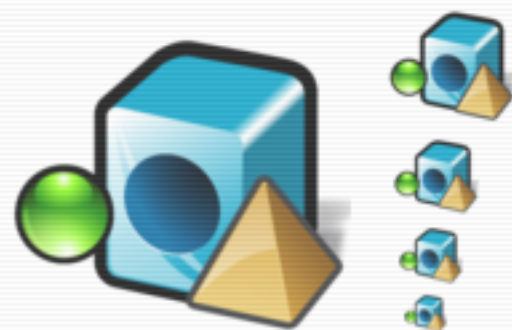
boolean_operation.fav



boolean_operation.help



boolean_operation.info



boolean_operation.level



boolean_operation.lock



boolean_operation.next



boolean_operation.ok



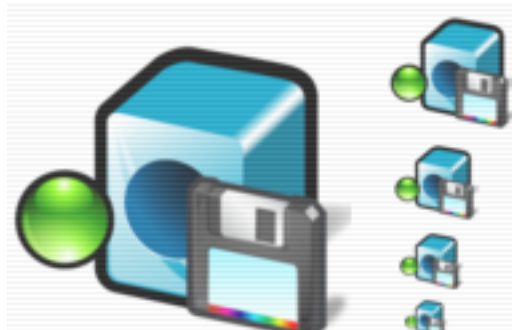
boolean_operation.refresh



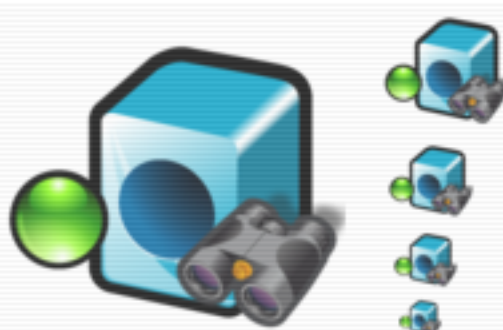
boolean_operation.reload



boolean_operation.remove



boolean_operation.save



boolean_operation.search



boolean_operation.unlock



boolean_operation_up

boolean_operation_write

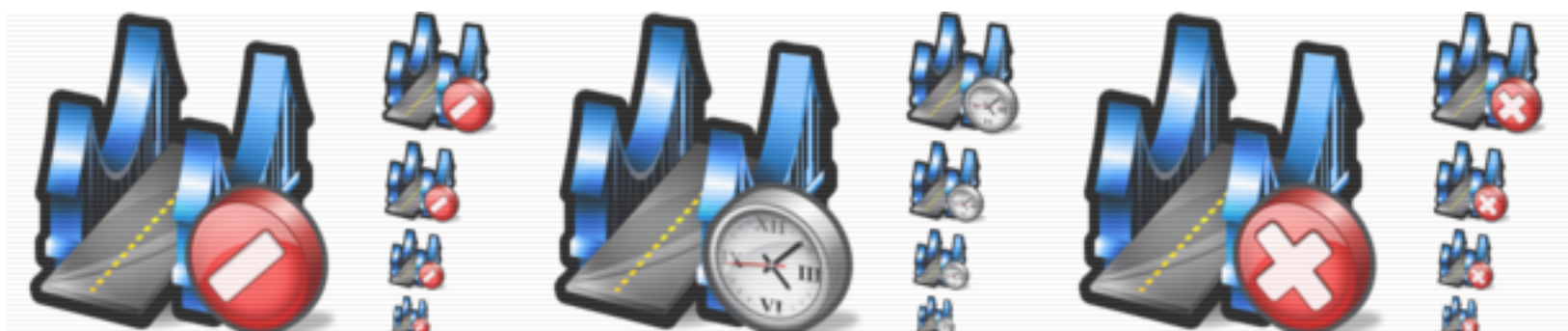
boolean_operation_zoom



bridge

bridge_add

bridge.back



bridge_cancel

bridge_clock

bridge_close



bridge_config

bridge_down

bridge_fav



bridge_help

bridge_info

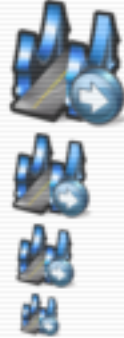
bridge_level



bridge.lock



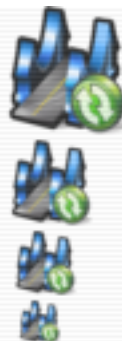
bridge.next



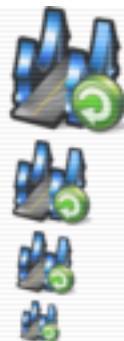
bridge.ok



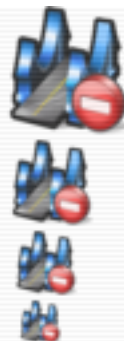
bridge.refresh



bridge.reload



bridge.remove



bridge.save



bridge.search



bridge.unlock



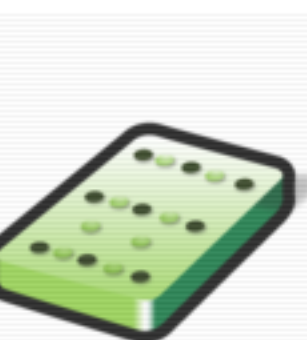
bridge.up



bridge.write



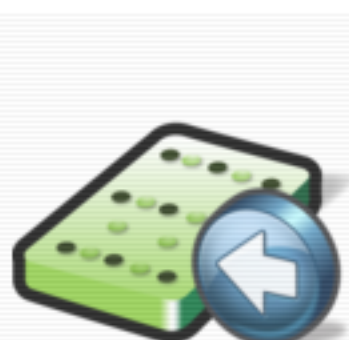
bridge.zoom



bump_mapping

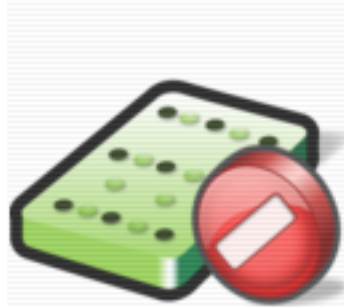


bump_mapping.add

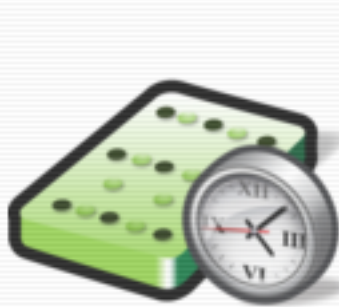


bump_mapping.back





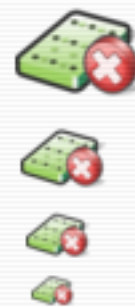
bump_mapping_cancel



bump_mapping_clock



bump_mapping_close



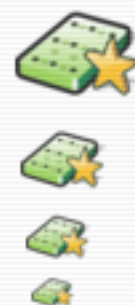
bump_mapping_config



bump_mapping_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

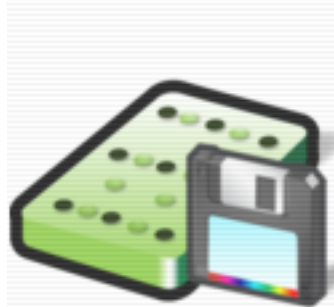


bump_mapping_reload

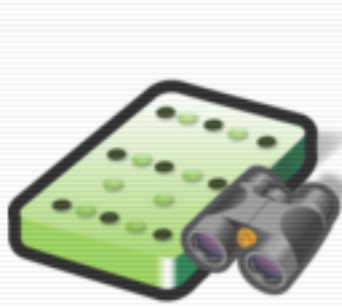
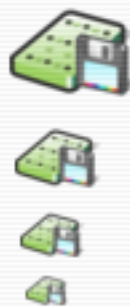


bump_mapping_remove





bump_mapping_save



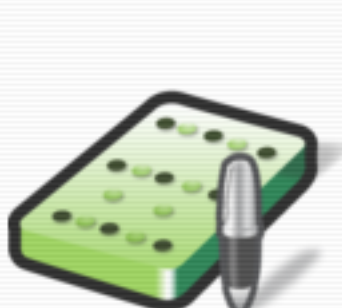
bump_mapping_search



bump_mapping_unlock



bump_mapping_up



bump_mapping_write



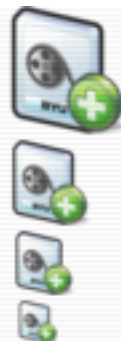
bump_mapping_zoom



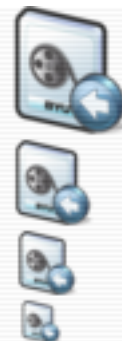
byu



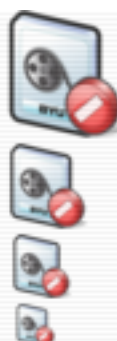
byu_add



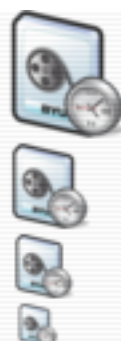
byu_back



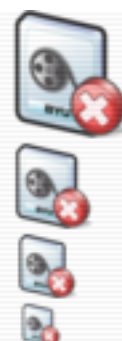
byu_cancel



byu_clock



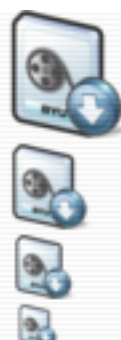
byu_close



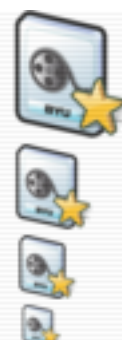
byu_config



byu_down

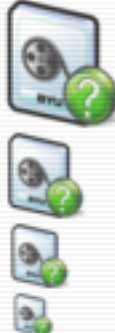


byu_fav





byu_help



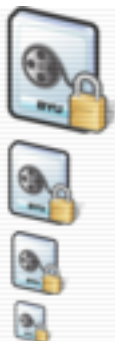
byu_info



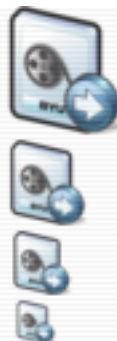
byu_level



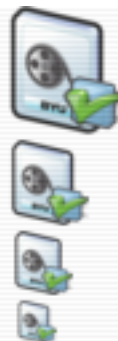
byu_lock



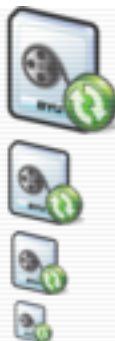
byu_next



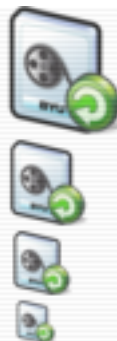
byu_ok



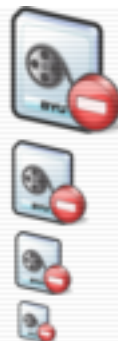
byu_refresh



byu_reload



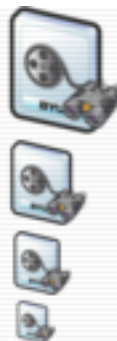
byu_remove



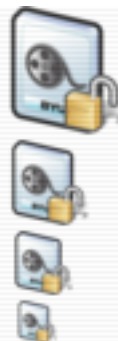
byu_save



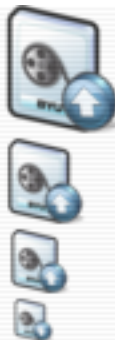
byu_search



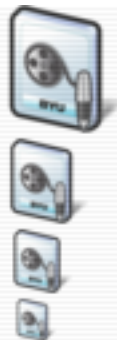
byu_unlock



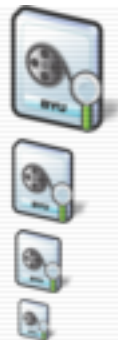
byu_up



byu_write



byu_zoom





camera

camera.add



camera.back

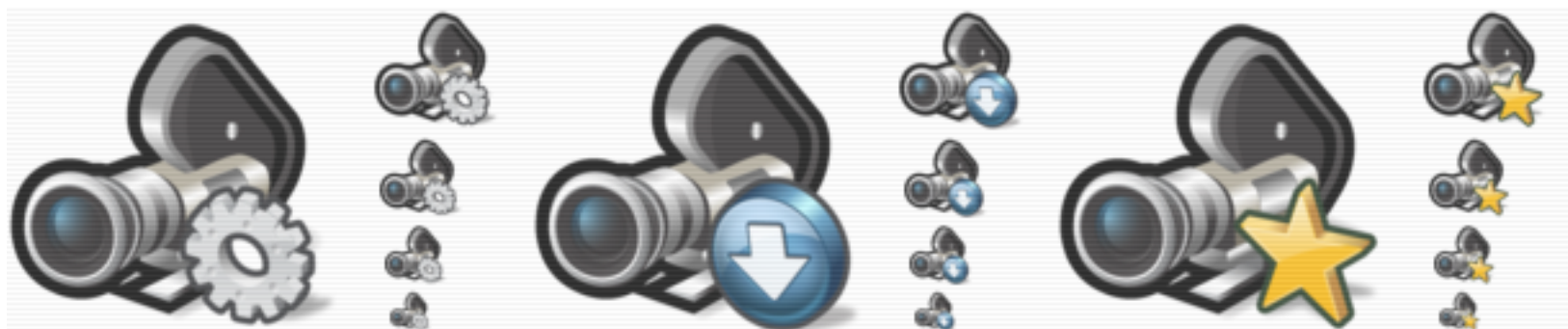


camera.cancel

camera.clock



camera.close



camera.config

camera.down

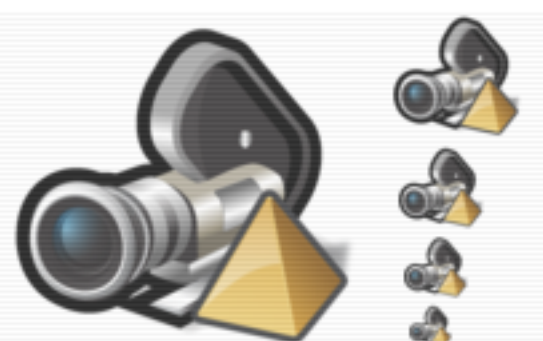


camera.fav

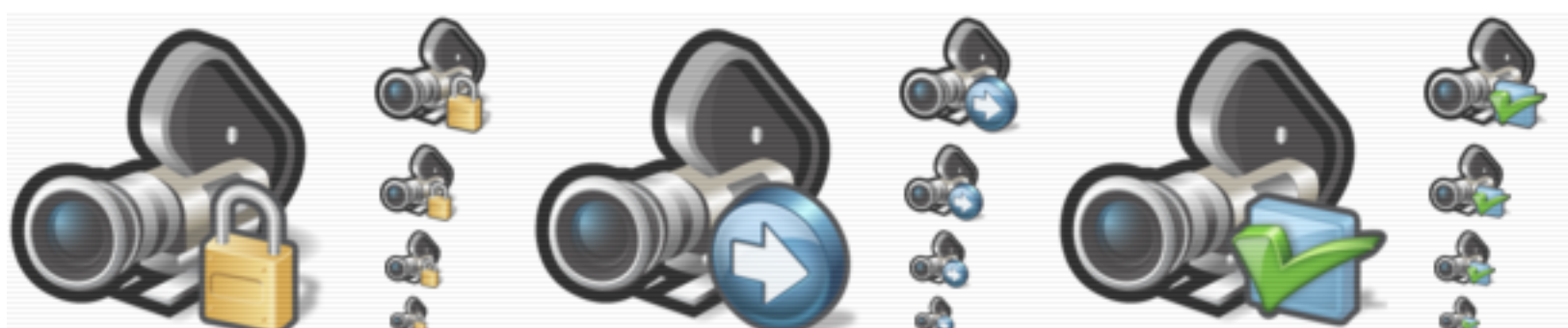


camera.help

camera.info

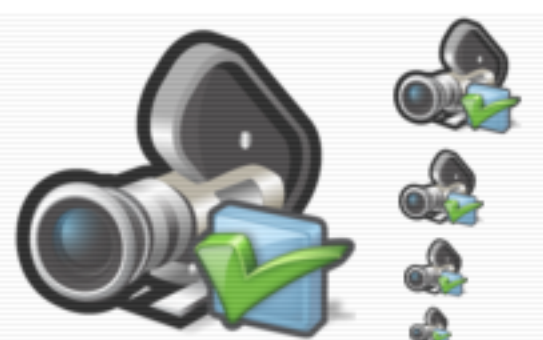


camera.level



camera.lock

camera.next



camera.ok



camera_refresh

camera_reload

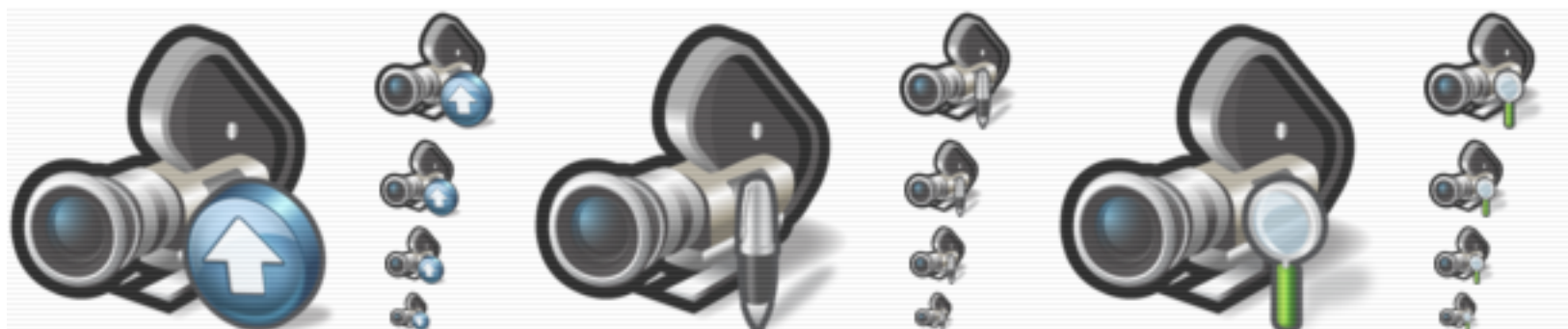
camera_remove



camera_save

camera_search

camera_unlock



camera_up

camera_write

camera_zoom



caustic

caustic_add

caustic_back



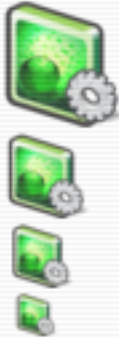
caustic_cancel

caustic_clock

caustic_close



caustic_config



caustic_down



caustic_fav



caustic_help



caustic_info



caustic_level



caustic_lock



caustic_next



caustic_ok



caustic_refresh



caustic_reload



caustic_remove



caustic_save



caustic_search

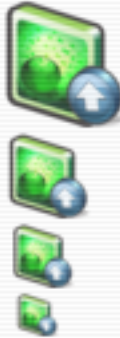


caustic_unlock





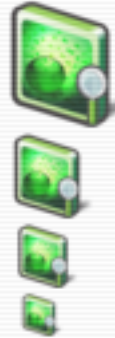
caustic_up



caustic_write



caustic_zoom



circle



circle_add



circle_back



circle_cancel



circle_clock



circle_close



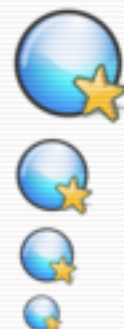
circle_config



circle_down



circle_fav



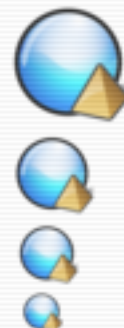
circle_help



circle_info



circle_level





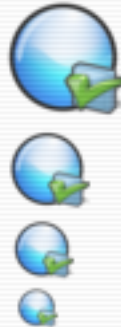
circle_lock



circle_next



circle_ok



circle_refresh



circle_reload



circle_remove



circle_save



circle_search



circle_unlock



circle_up



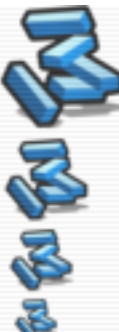
circle_write



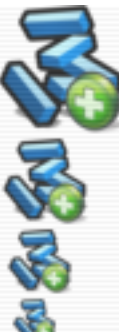
circle_zoom



collision_detection



collision_detection_add

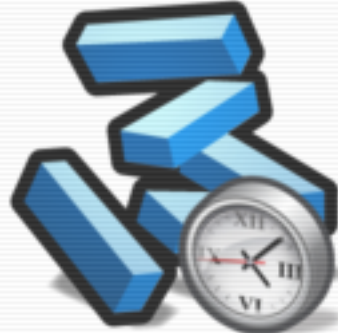


collision_detection_back

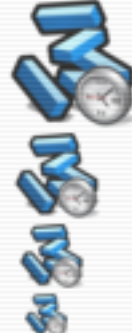




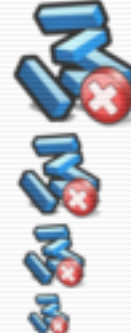
collision_detection_cancel



collision_detection_clock



collision_detection_close



collision_detection_config



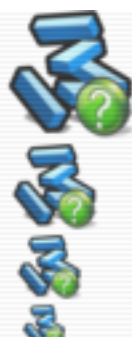
collision_detection_down



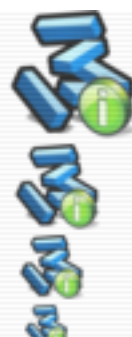
collision_detection_fav



collision_detection_help



collision_detection_info



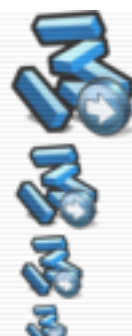
collision_detection_level



collision_detection_lock



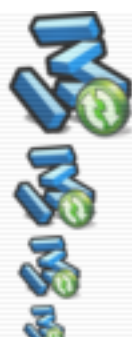
collision_detection_next



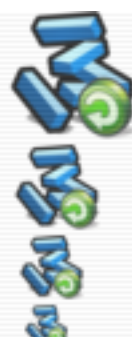
collision_detection_ok



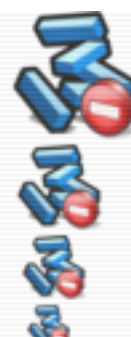
collision_detection_refresh



collision_detection_reload

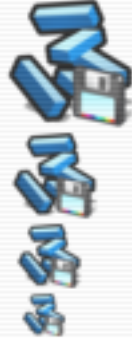


collision_detection_remove





collision_detection_save



collision_detection_search



collision_detection_unlock



collision_detection_up



collision_detection_write



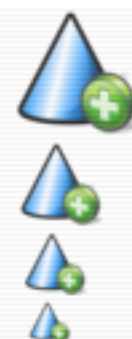
collision_detection_zoom



cone



cone_add



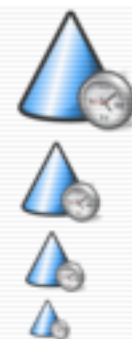
cone_back



cone_cancel



cone_clock



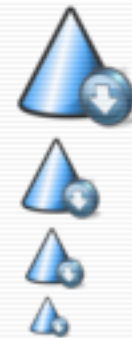
cone_close



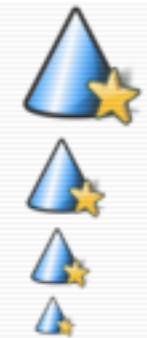
cone_config



cone_down



cone_fav





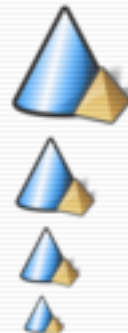
cone_help



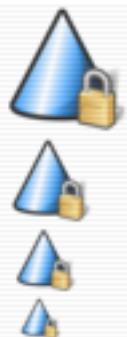
cone_info



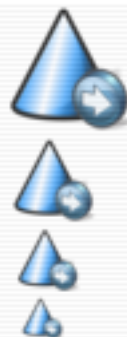
cone_level



cone_lock



cone_next



cone_ok



cone_refresh



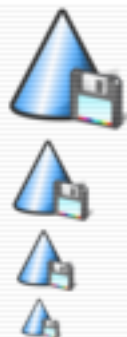
cone_reload



cone_remove



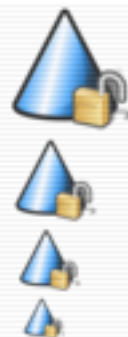
cone_save



cone_search



cone_unlock



cone_up

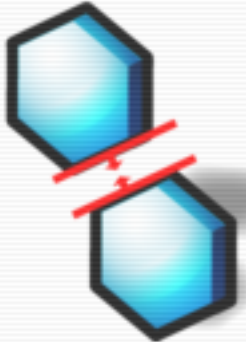


cone_write



cone_zoom





connect_edge



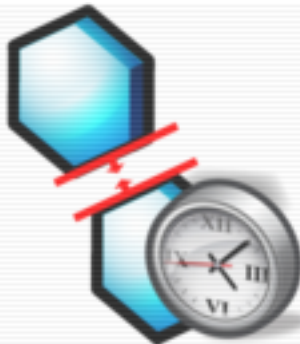
connect_edge_add



connect_edge_back



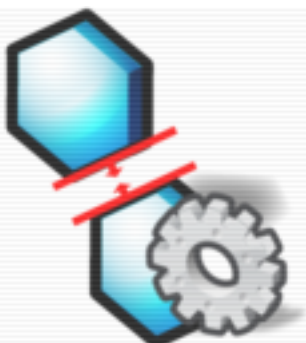
connect_edge_cancel



connect_edge_clock



connect_edge_close



connect_edge_config



connect_edge_down



connect_edge_fav



connect_edge_help



connect_edge_info



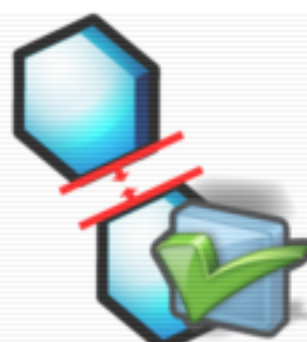
connect_edge_level



connect_edge_lock



connect_edge_next



connect_edge_ok





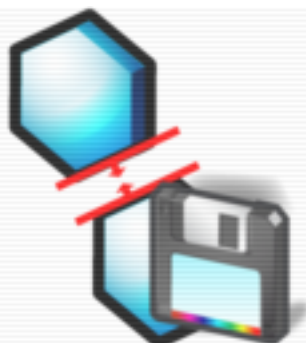
connect_edge_refresh



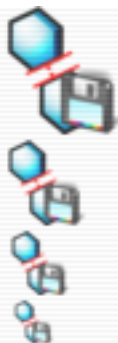
connect_edge_reload



connect_edge_remove



connect_edge_save



connect_edge_search



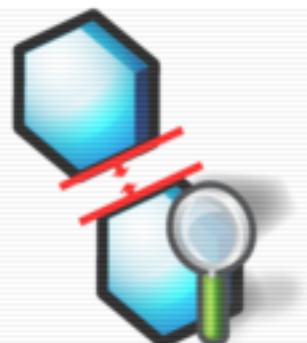
connect_edge_unlock



connect_edge_up



connect_edge_write



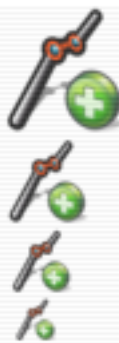
connect_edge_zoom



connect_points



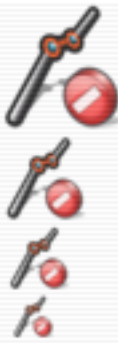
connect_points_add



connect_points_back



connect_points_cancel



connect_points_clock



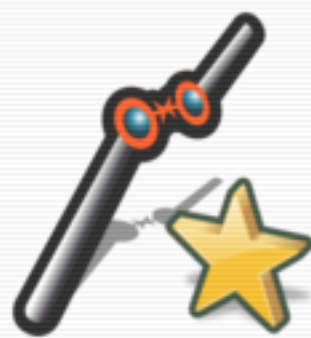
connect_points_close



connect_points.config



connect_points.down



connect_points.fav



connect_points.help



connect_points.info



connect_points.level



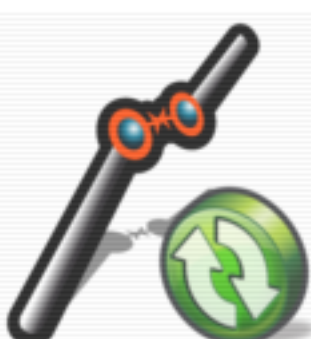
connect_points.lock



connect_points.next



connect_points.ok



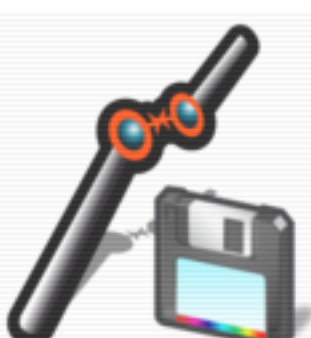
connect_points.refresh



connect_points.reload



connect_points.remove



connect_points.save

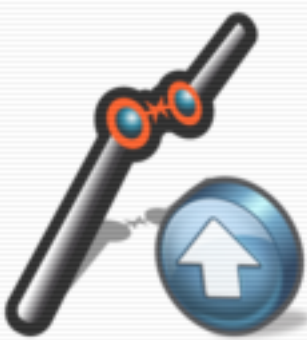


connect_points.search



connect_points.unlock





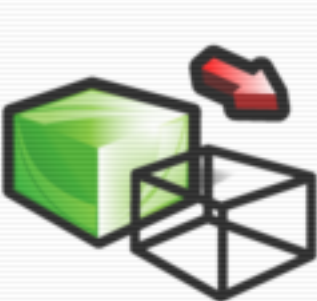
connect_points_up



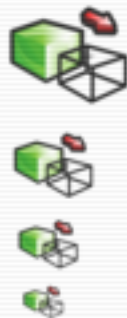
connect_points_write



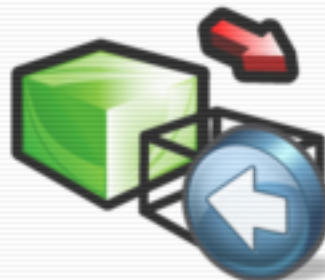
connect_points_zoom



convert_to_mesh



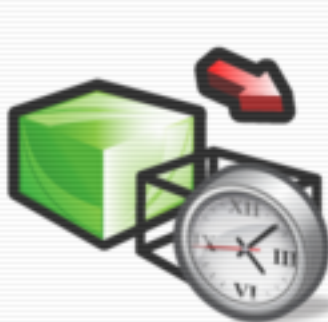
convert_to_mesh_add



convert_to_mesh_back



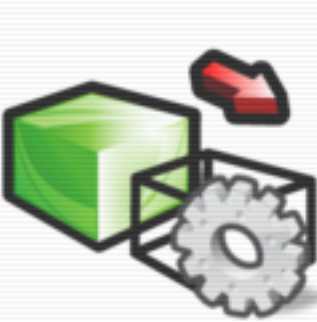
convert_to_mesh_cancel



convert_to_mesh_clock



convert_to_mesh_close



convert_to_mesh_config



convert_to_mesh_down



convert_to_mesh_fav



convert_to_mesh_help



convert_to_mesh_info

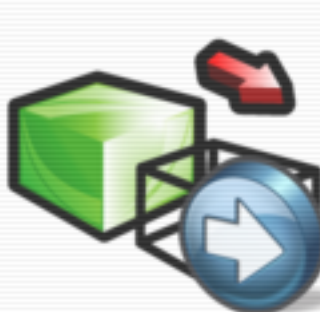


convert_to_mesh_level

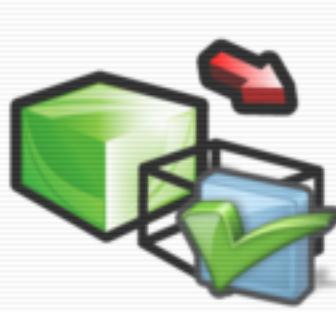




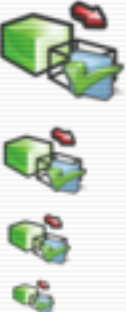
convert_to_mesh.lock



convert_to_mesh.next



convert_to_mesh.ok



convert_to_mesh.refresh



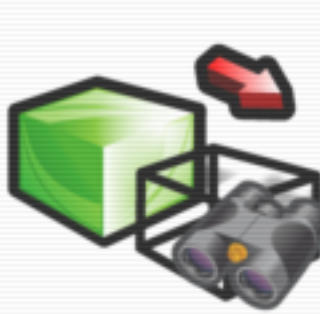
convert_to_mesh.reload



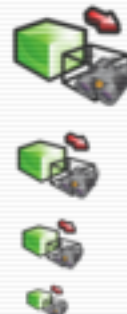
convert_to_mesh.remove



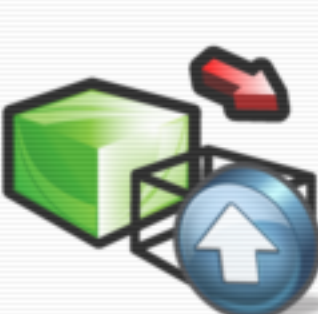
convert_to_mesh.save



convert_to_mesh.search



convert_to_mesh.unlock



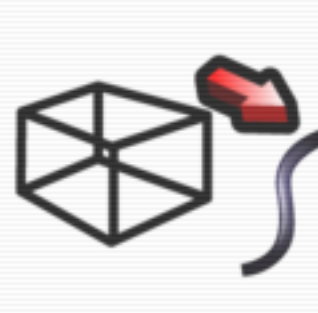
convert_to_mesh.up



convert_to_mesh.write



convert_to_mesh.zoom



convert_to_spline

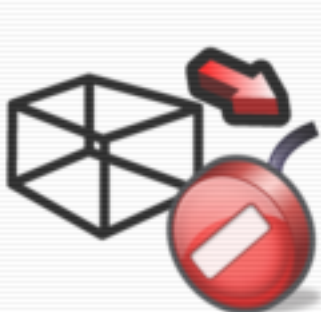


convert_to_spline.add

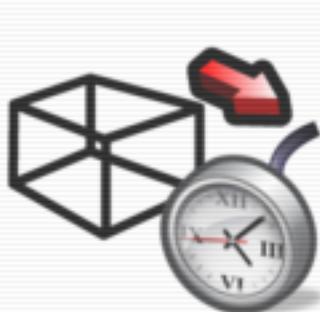


convert_to_spline.back

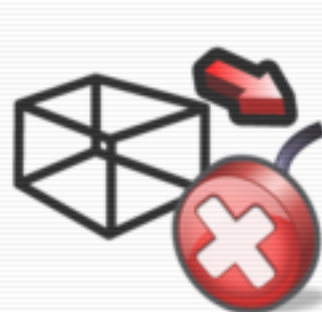




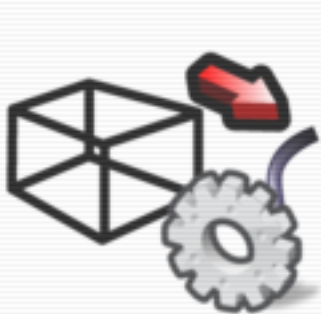
convert_to_spline_cancel



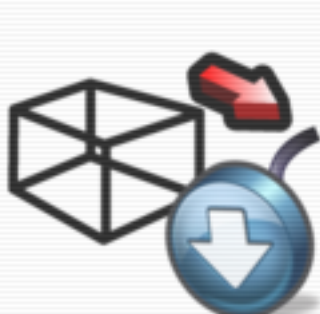
convert_to_spline_clock



convert_to_spline_close



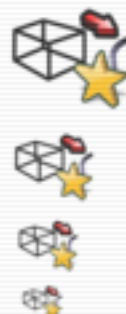
convert_to_spline_config



convert_to_spline_down



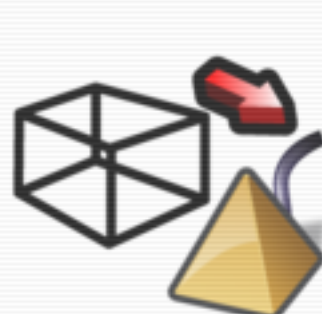
convert_to_spline_fav



convert_to_spline_help



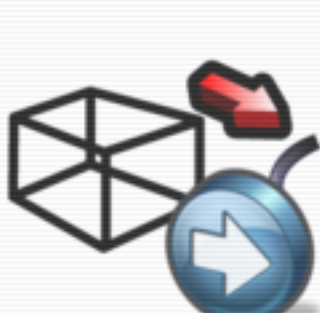
convert_to_spline_info



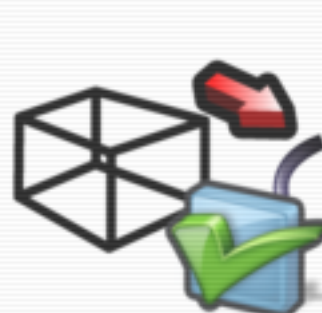
convert_to_spline_level



convert_to_spline_lock



convert_to_spline_next



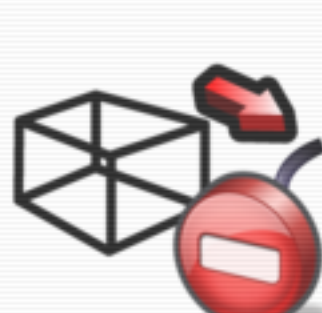
convert_to_spline_ok



convert_to_spline_refresh



convert_to_spline_reload

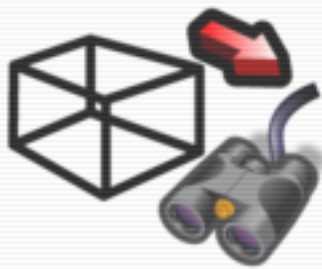
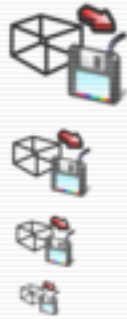


convert_to_spline_remove





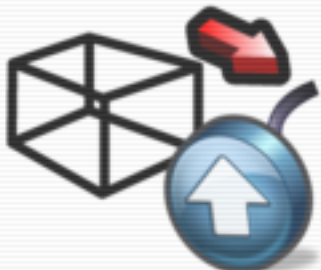
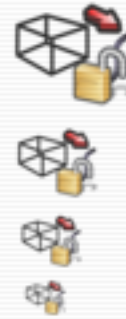
convert_to_spline_save



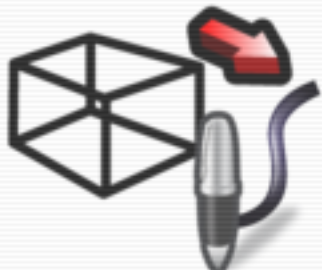
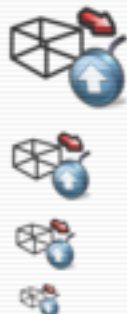
convert_to_spline_search



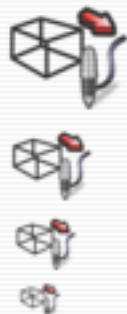
convert_to_spline_unlock



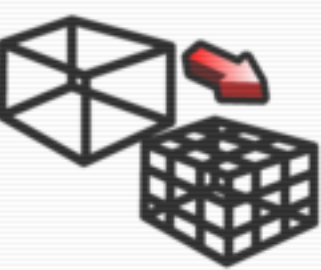
convert_to_spline_up



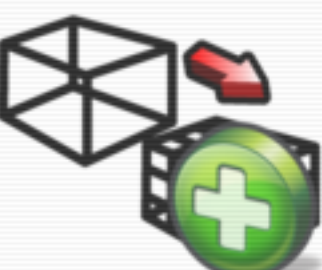
convert_to_spline_write



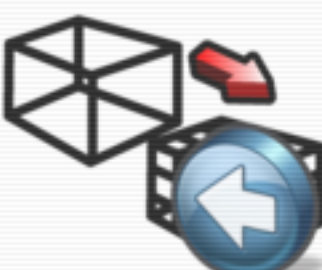
convert_to_spline_zoom



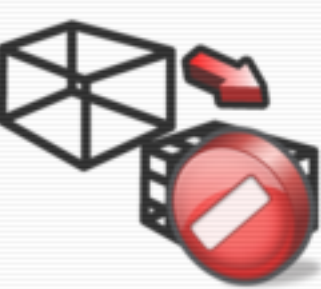
convert_to_subdivide



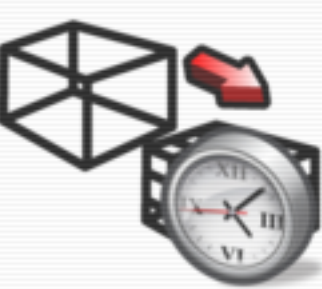
convert_to_subdivide_add



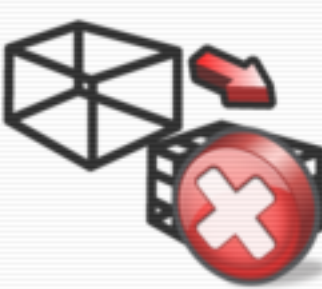
convert_to_subdivide_back



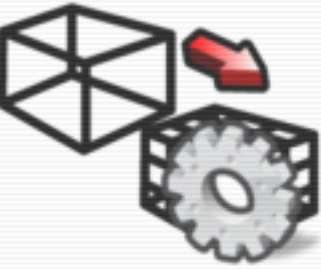
convert_to_subdivide_cancel



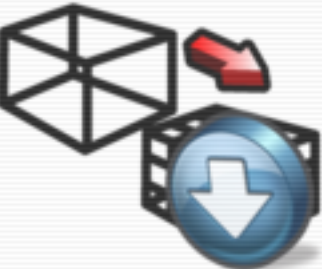
convert_to_subdivide_clock



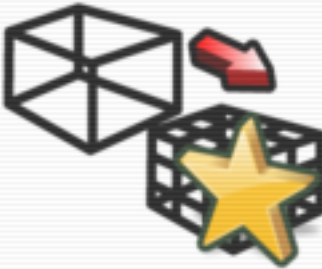
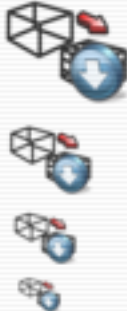
convert_to_subdivide_close



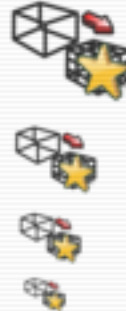
convert_to_subdivide_config

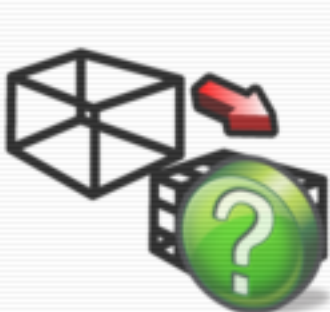


convert_to_subdivide_down

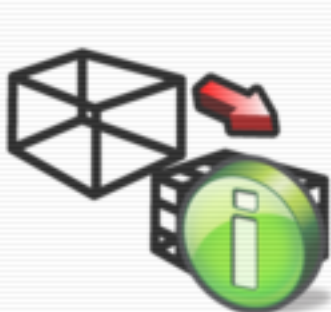


convert_to_subdivide_fav

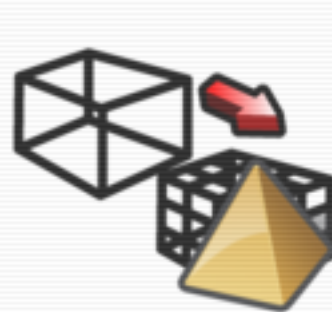




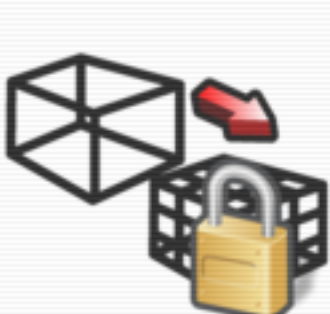
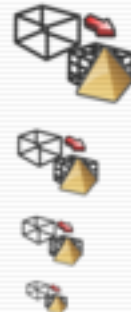
convert_to_subdivide_help



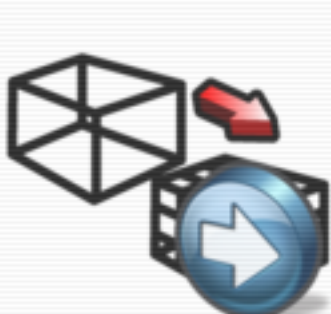
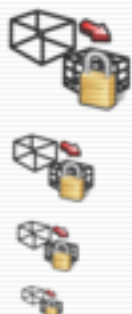
convert_to_subdivide_info



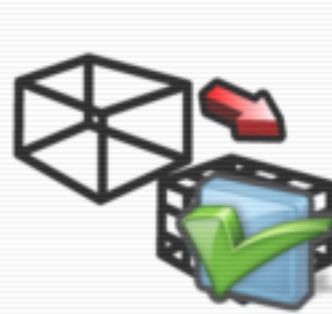
convert_to_subdivide_level



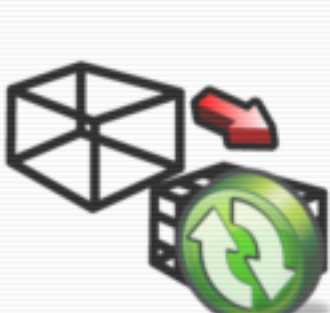
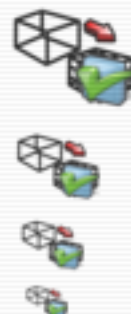
convert_to_subdivide_lock



convert_to_subdivide_next



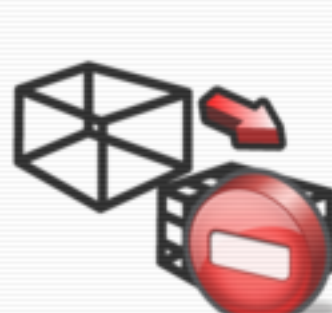
convert_to_subdivide_ok



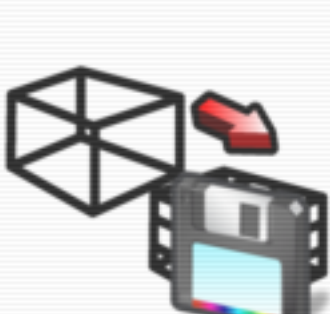
convert_to_subdivide_refresh



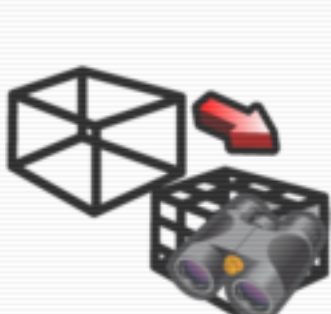
convert_to_subdivide_reload



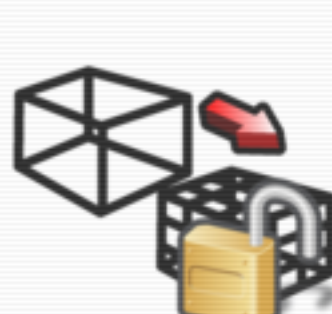
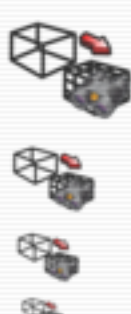
convert_to_subdivide_remove



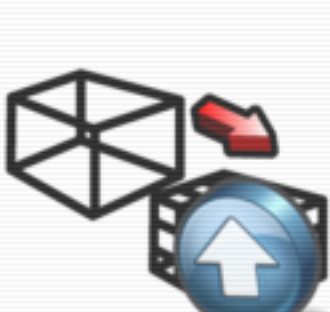
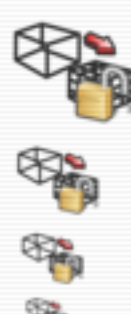
convert_to_subdivide_save



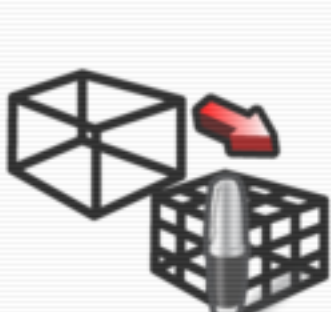
convert_to_subdivide_search



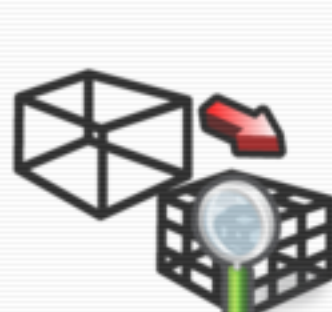
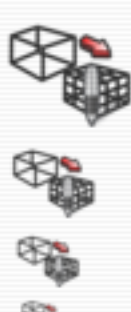
convert_to_subdivide_unlock



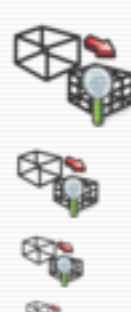
convert_to_subdivide_up



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.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_reload



creating_dxf_file_remove



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

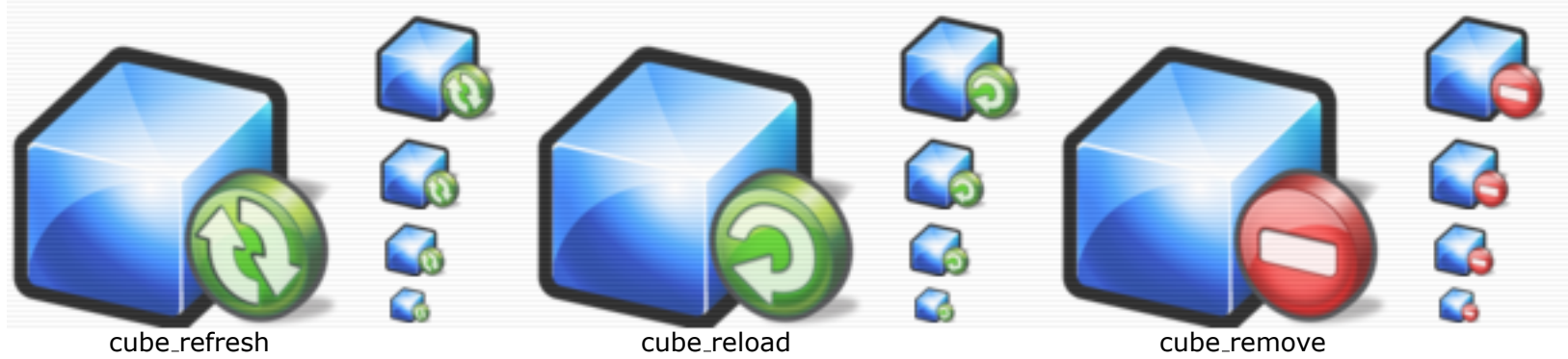
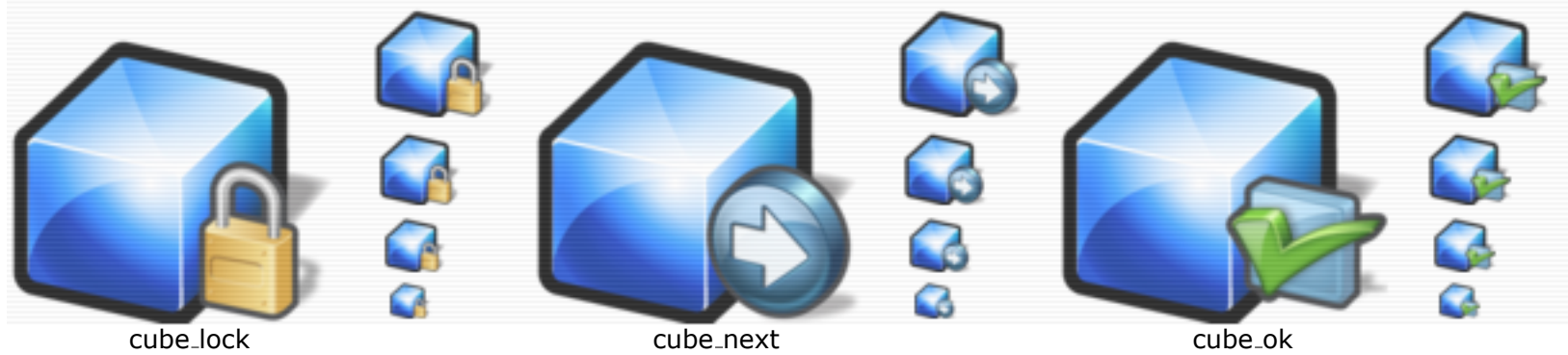
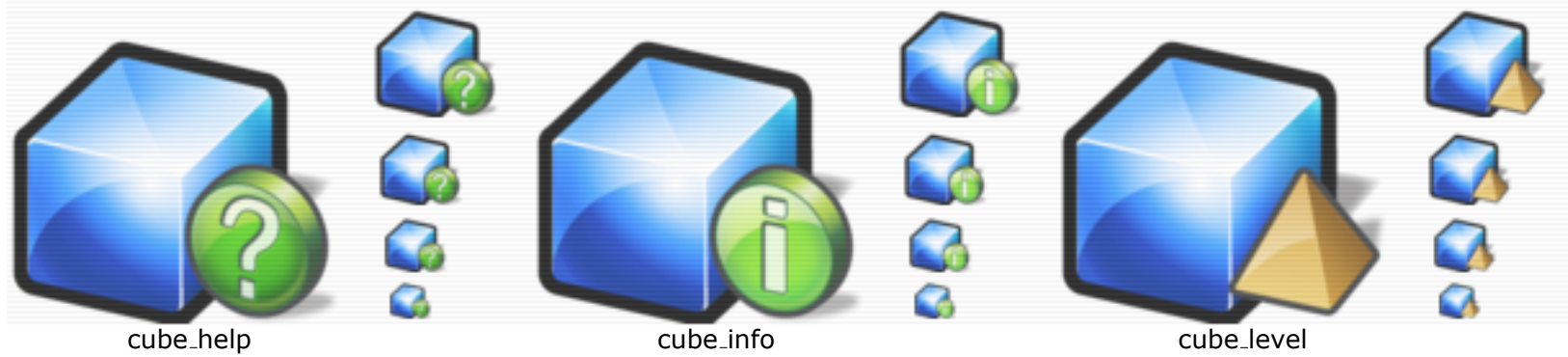
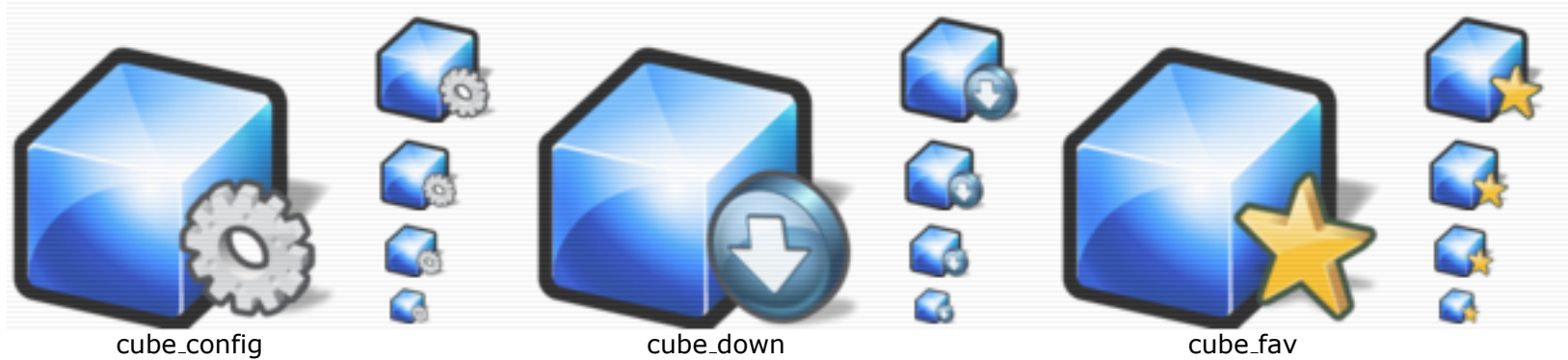


cube_clock



cube_close







cube.up



cube.write



cube.zoom



cylinder



cylinder.add



cylinder.back



cylinder.cancel



cylinder.clock



cylinder.close



cylinder.config



cylinder.down



cylinder.fav



cylinder.help



cylinder.info



cylinder.level





cylinder_lock



cylinder_next



cylinder_ok



cylinder_refresh



cylinder_reload



cylinder_remove



cylinder_save



cylinder_search



cylinder_unlock



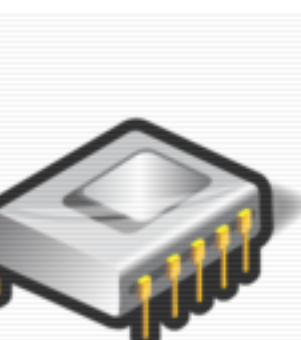
cylinder_up



cylinder_write



cylinder_zoom



dasp

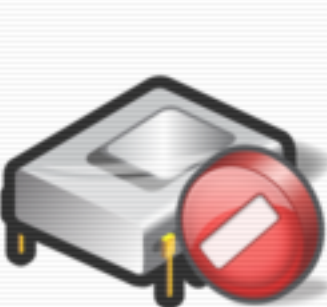


dasp_add

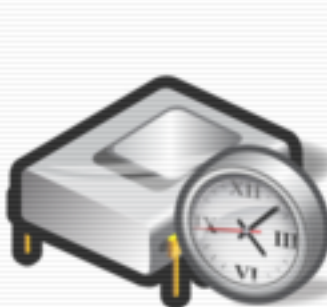


dasp_back





dasp_cancel



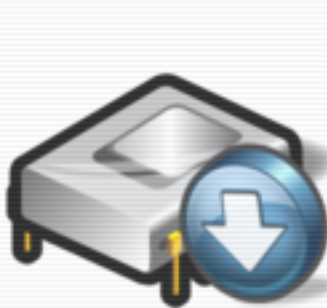
dasp_clock



dasp_close



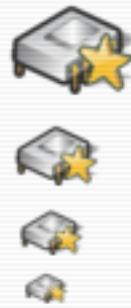
dasp_config



dasp_down



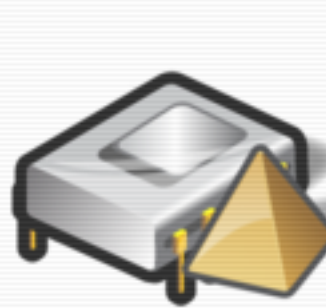
dasp_fav



dasp_help



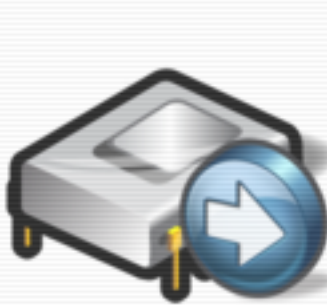
dasp_info



dasp_level



dasp_lock



dasp_next



dasp_ok



dasp_refresh



dasp_reload

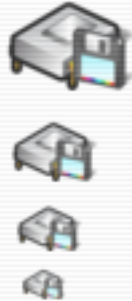


dasp_remove





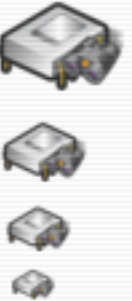
dasp_save



dasp_search



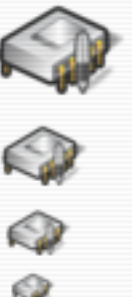
dasp_unlock



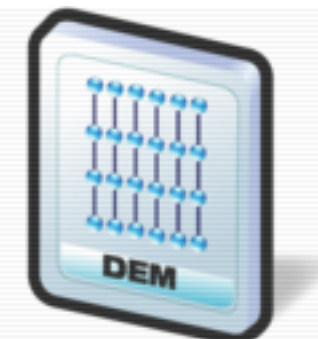
dasp_zoom



dem_add



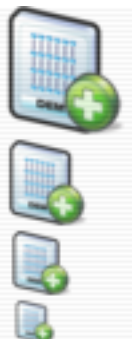
dem_back



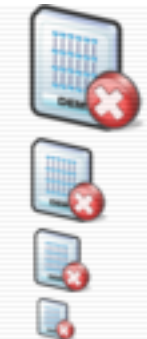
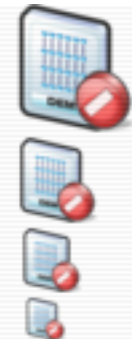
dem_clock



dem_close

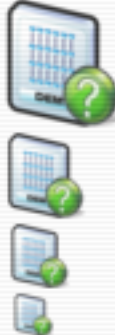


dem_fav





dem_help



dem_info



dem_level



dem_lock



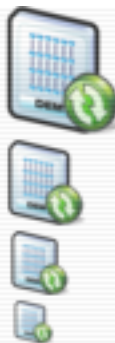
dem_next



dem_ok



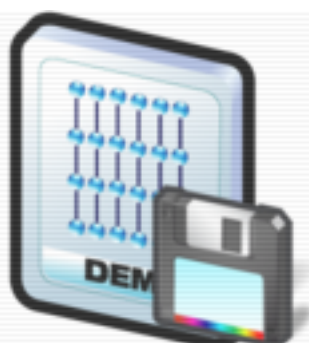
dem_refresh



dem_reload



dem_remove



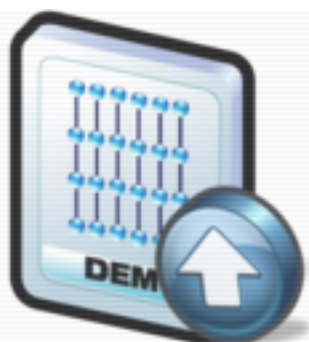
dem_save



dem_search



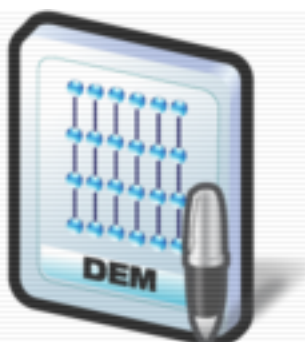
dem_unlock



dem_up



dem_write



dem_zoom





depth_of.field



depth_of.field.add



depth_of.field.back



depth_of.field.cancel



depth_of.field.clock



depth_of.field.close



depth_of.field.config



depth_of.field.down



depth_of.field.fav



depth_of.field.help



depth_of.field.info



depth_of.field.level



depth_of.field.lock



depth_of.field.next



depth_of.field.ok





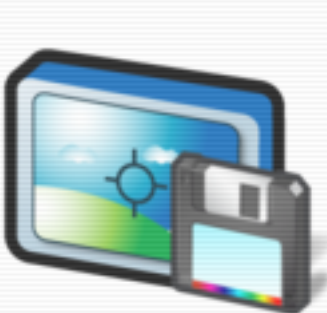
depth_of_field_refresh



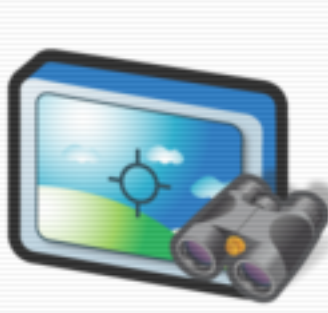
depth_of_field_reload



depth_of_field_remove



depth_of_field_save



depth_of_field_search



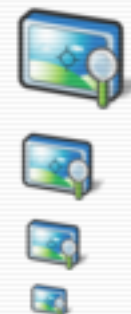
depth_of_field_unlock



depth_of_field_up



depth_of_field_write



depth_of_field_zoom



diffuse



diffuse_add



diffuse_back



diffuse_cancel



diffuse_clock



diffuse_close



diffuse_config



diffuse_down



diffuse_fav



diffuse_help



diffuse_info



diffuse_level



diffuse_lock



diffuse_next



diffuse_ok



diffuse_refresh



diffuse_reload



diffuse_remove



diffuse_save



diffuse_search



diffuse_unlock





diffuse.up



diffuse.write



diffuse.zoom



direct3d



direct3d.add



direct3d.back



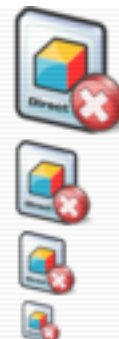
direct3d.cancel



direct3d.clock



direct3d.close



direct3d.config



direct3d.down



direct3d.fav



direct3d.help



direct3d.info



direct3d.level





direct3d.lock



direct3d.next



direct3d.ok



direct3d.refresh



direct3d.reload



direct3d.remove



direct3d.save



direct3d.search



direct3d.unlock



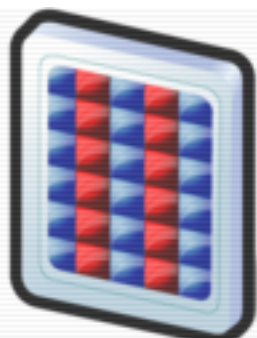
direct3d.up



direct3d.write



direct3d.zoom



dithering



dithering.add

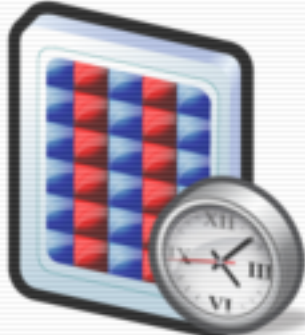


dithering.back





dithering_cancel



dithering_clock



dithering_close



dithering_config



dithering_down



dithering_fav



dithering_help



dithering_info



dithering_level



dithering_lock



dithering_next



dithering_ok



dithering_refresh



dithering_reload



dithering_remove

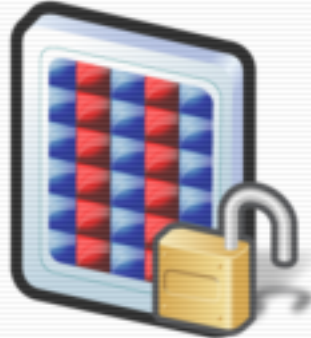




dithering_save



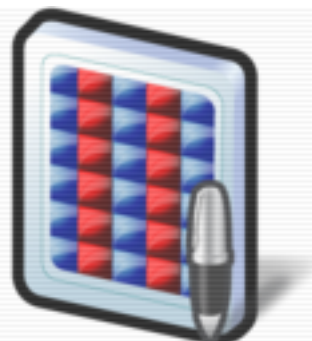
dithering_search



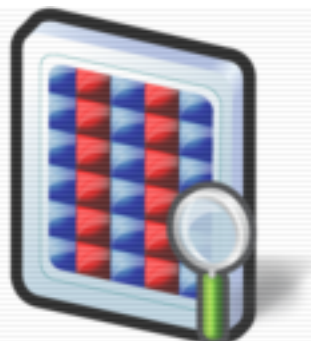
dithering_unlock



dithering_up



dithering_write



dithering_zoom



duplicate



duplicate_add



duplicate_back



duplicate_cancel



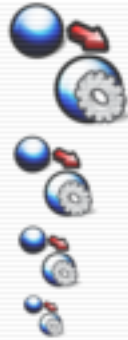
duplicate_clock



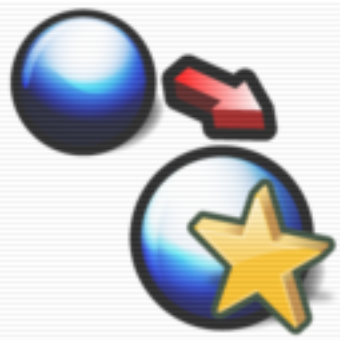
duplicate_close



duplicate_config



duplicate_down



duplicate_fav





duplicate_help

duplicate_info

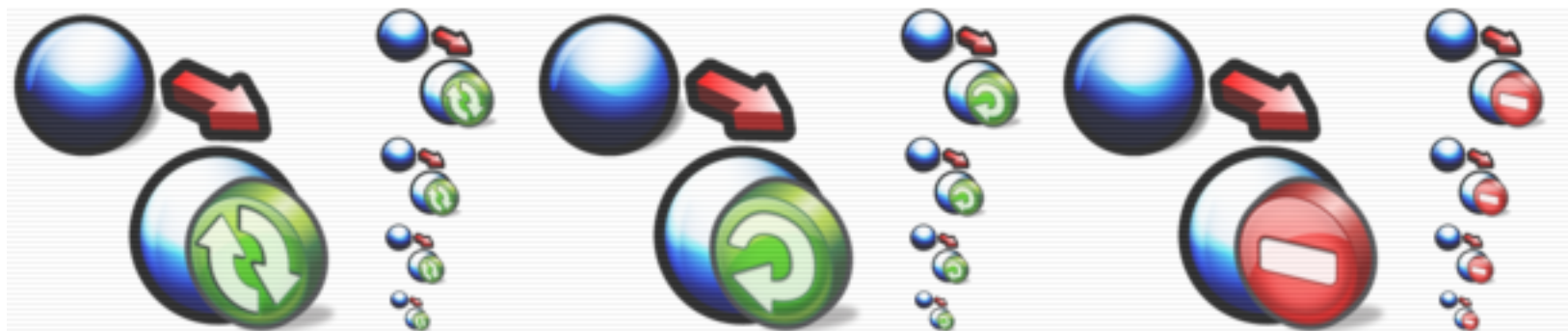
duplicate_level



duplicate_lock

duplicate_next

duplicate_ok



duplicate_refresh

duplicate_reload

duplicate_remove



duplicate_save

duplicate_search

duplicate_unlock



duplicate_up

duplicate_write

duplicate_zoom



dxflib



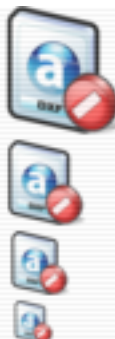
dxflib.add



dxflib.back



dxflib.cancel



dxflib.clock



dxflib.close



dxflib.config



dxflib.down



dxflib.fav



dxflib.help



dxflib.info



dxflib.level



dxflib.lock



dxflib.next



dxflib.ok





dxf_refresh



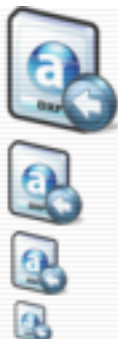
dxf_release_10_10



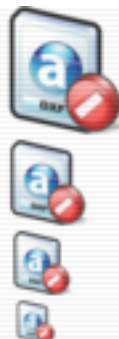
dxf_release_10_add



dxf_release_10_back



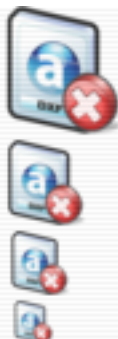
dxf_release_10_cancel



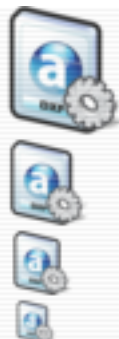
dxf_release_10_clock



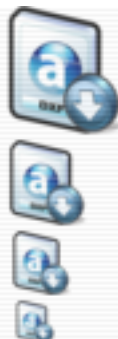
dxf_release_10_close



dxf_release_10_config



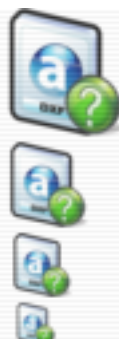
dxf_release_10_down



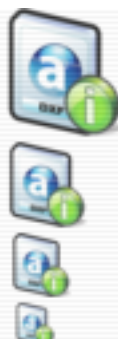
dxf_release_10_fav



dxf_release_10_help



dxf_release_10_info



dxf_release_10_level



dxf_release_10_lock



dxf_release_10_next





dxf_release_10_ok



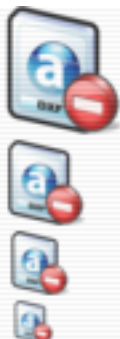
dxf_release_10_refresh



dxf_release_10_reload



dxf_release_10_remove



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.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.reload



dxf_release_12.remove



dxf_release_12.save



dxf_release_12.search





dxf_release_12_unlock



dxf_release_12_up



dxf_release_12_write



dxf_release_12_zoom



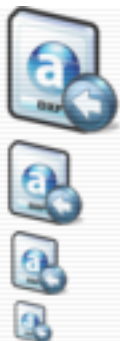
dxf_release_13



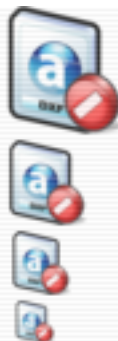
dxf_release_13_add



dxf_release_13_back



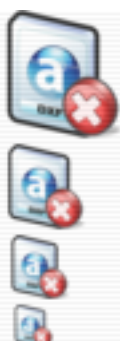
dxf_release_13_cancel



dxf_release_13_clock



dxf_release_13_close



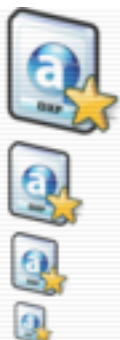
dxf_release_13_config



dxf_release_13_down



dxf_release_13_fav



dxf_release_13_help

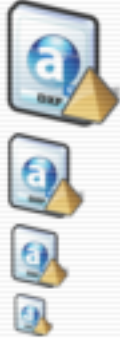


dxf_release_13_info





dxf.release_13.level



dxf.release_13.lock



dxf.release_13.next



dxf.release_13.ok



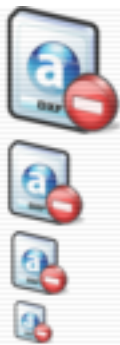
dxf.release_13.refresh



dxf.release_13.reload



dxf.release_13.remove



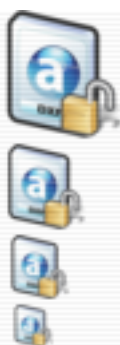
dxf.release_13.save



dxf.release_13.search



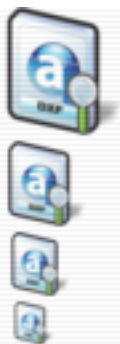
dxf.release_13.unlock



dxf.release_13.up



dxf.release_13.zoom



dxf.reload



dxf.remove





dxf_save



dxf_search



dxf_unlock



dxf_up



dxf_write



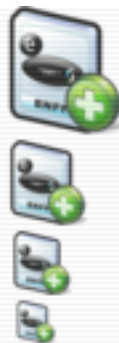
dxf_zoom



enff



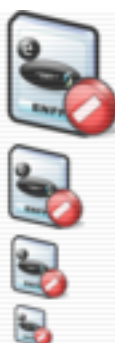
enff_add



enff_back



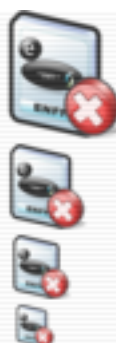
enff_cancel



enff_clock



enff_close



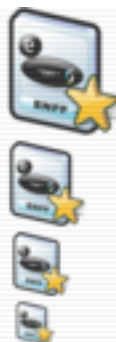
enff_config



enff_down



enff_fav





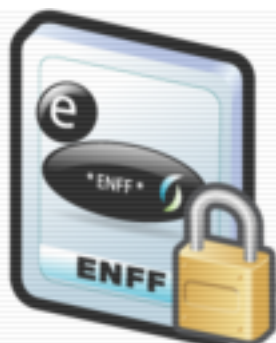
enff_help



enff_info



enff_level



enff_lock



enff_next



enff_ok



enff_refresh



enff_reload



enff_remove



enff_save



enff_search



enff_unlock



enff_up



enff_write

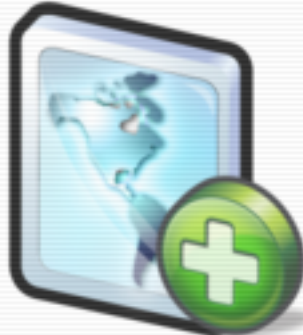


enff_zoom

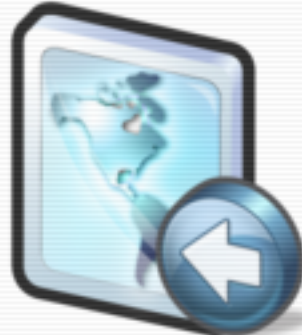




environment_map



environment_map.add



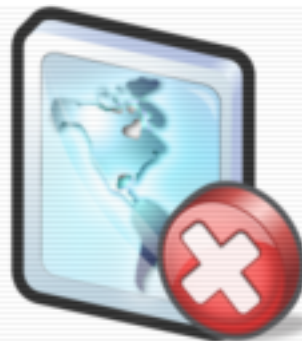
environment_map.back



environment_map.cancel



environment_map.clock



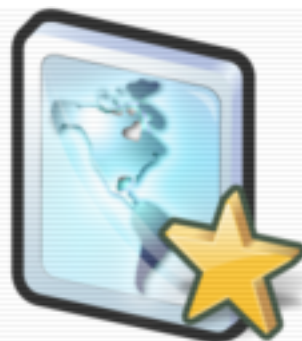
environment_map.close



environment_map.config



environment_map.down



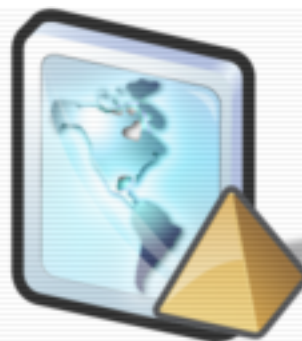
environment_map.fav



environment_map.help



environment_map.info



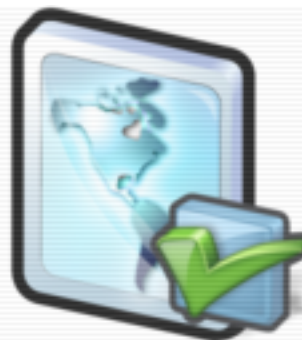
environment_map.level



environment_map.lock



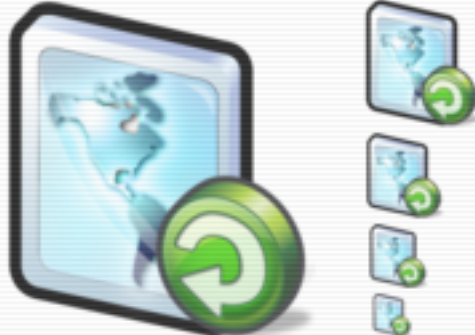
environment_map.next



environment_map.ok



environment_map_refresh



environment_map_reload



environment_map_remove



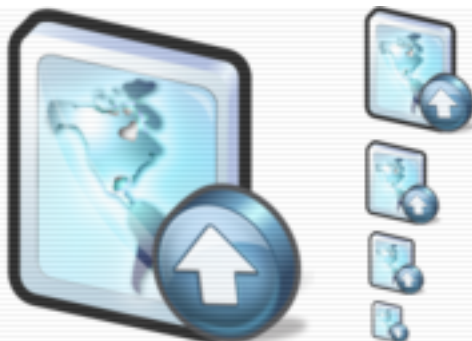
environment_map_save



environment_map_search



environment_map_unlock



environment_map_up



environment_map_write



environment_map_zoom



extrusion



extrusion_add



extrusion_back



extrusion_cancel



extrusion_clock



extrusion_close



extrusion_config



extrusion_down



extrusion_fav



extrusion_help



extrusion_info



extrusion_level



extrusion_lock



extrusion_next



extrusion_ok



extrusion_refresh



extrusion_reload



extrusion_remove



extrusion_save



extrusion_search



extrusion_unlock





extrusion_up



extrusion_write



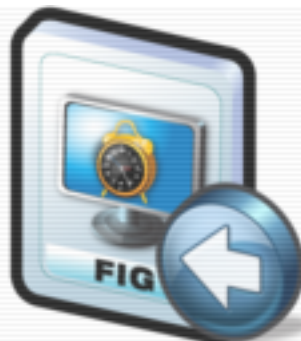
extrusion_zoom



fig



fig_add



fig_back



fig_cancel



fig_clock



fig_close



fig_config



fig_down



fig_fav



fig_help



fig_info



fig_level





fig_lock



fig_next



fig_ok



fig_refresh



fig_reload



fig_remove



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_down



figure_fav



figure_help



figure_info



figure_level



figure_lock



figure_next



figure_ok



figure_refresh



figure_reload



figure_remove





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_down



fill_holes_fav





fill_holes_help



fill_holes_info



fill_holes_level



fill_holes_lock



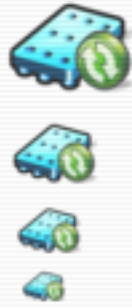
fill_holes_next



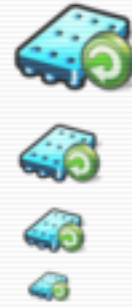
fill_holes_ok



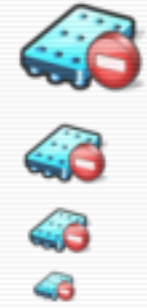
fill_holes_refresh



fill_holes_reload



fill_holes_remove



fill_holes_save



fill_holes_search



fill_holes_unlock



fill_holes_up



fill_holes_write



fill_holes_zoom

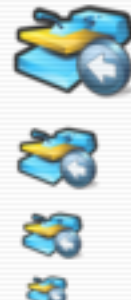




flatten



flatten_add



flatten_back



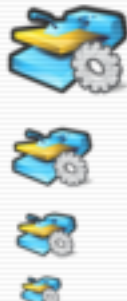
flatten_cancel



flatten_clock



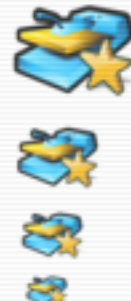
flatten_close



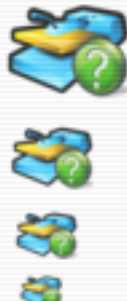
flatten_config



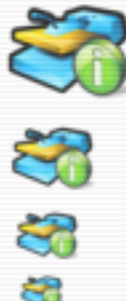
flatten_down



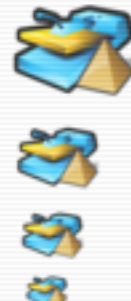
flatten_fav



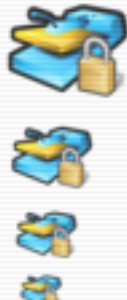
flatten_help



flatten_info



flatten_level



flatten_lock



flatten_next



flatten_ok



flatten_refresh



flatten_reload



flatten_remove



flatten_save



flatten_search



flatten_unlock



flatten_up



flatten_write



flatten_zoom



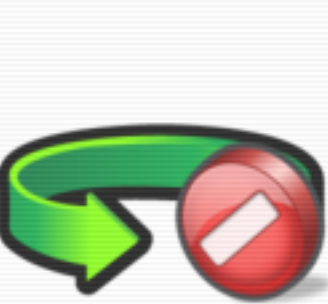
flip



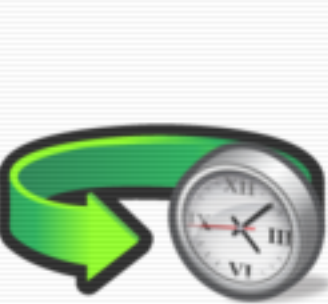
flip_add



flip_back



flip_cancel



flip_clock



flip_close



flip_config

flip_down

flip_fav



flip_help

flip_info

flip_level



flip_lock

flip_next

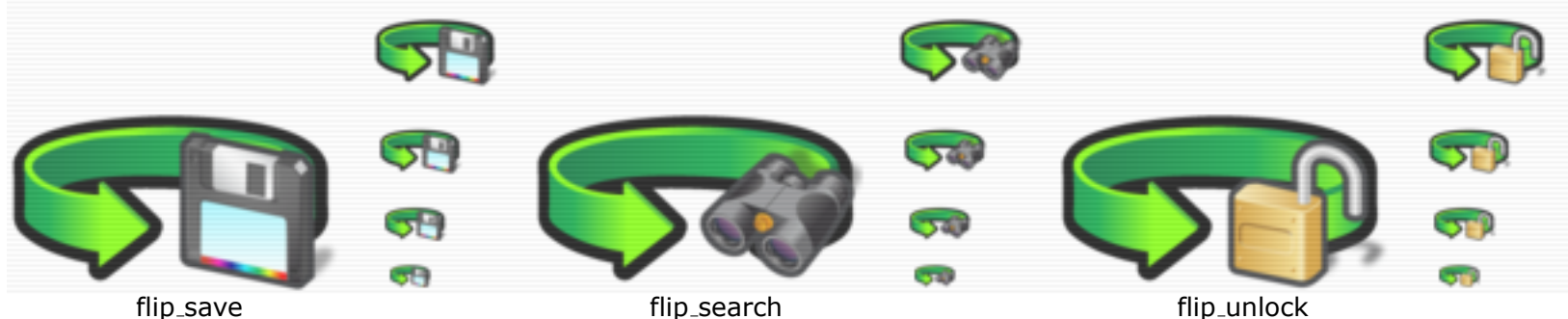
flip_ok



flip_refresh

flip_reload

flip_remove



flip_save

flip_search

flip_unlock





flip_x_next



flip_x_ok



flip_x_refresh



flip_x_reload



flip_x_remove



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_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_reload



flip_y_remove



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_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.reload



flip_z.remove



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_down



flt_fav



flt_help



flt_info



flt_level



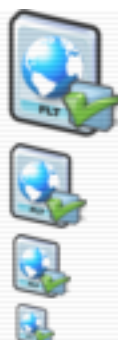
flt_lock



flt_next



flt_ok





flt_refresh



flt_reload



flt_remove



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_down



frame_fav



frame_help



frame_info



frame_level



frame_lock



frame_next



frame_ok



frame_refresh



frame_reload



frame_remove



frame_save



frame_search

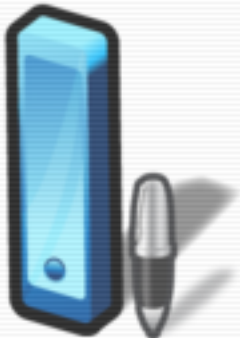


frame_unlock





frame_up



frame_write



frame_zoom



gear



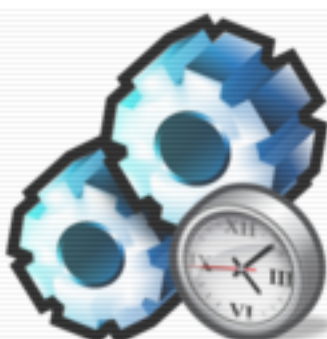
gear_add



gear_back



gear_cancel



gear_clock



gear_close



gear_config



gear_down



gear_fav



gear_help



gear_info



gear_level





gear_lock



gear_next



gear_ok



gear_refresh



gear_reload



gear_remove



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_down



glc_fav



glc_help



glc_info



glc_level



glc_lock



glc_next



glc_ok



glc_refresh



glc_reload



glc_remove





glc.save



glc.search



glc.unlock



glc.up



glc.write



glc.zoom



gui



gui.add



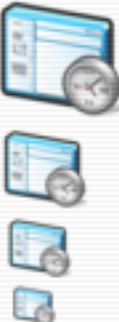
gui.back



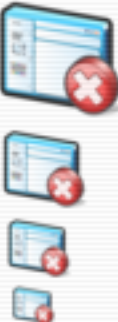
gui.cancel



gui.clock



gui.close



gui.config



gui.down



gui.fav





gui_help

gui_info

gui_level



gui_lock

gui_next

gui_ok



gui_refresh

gui_reload

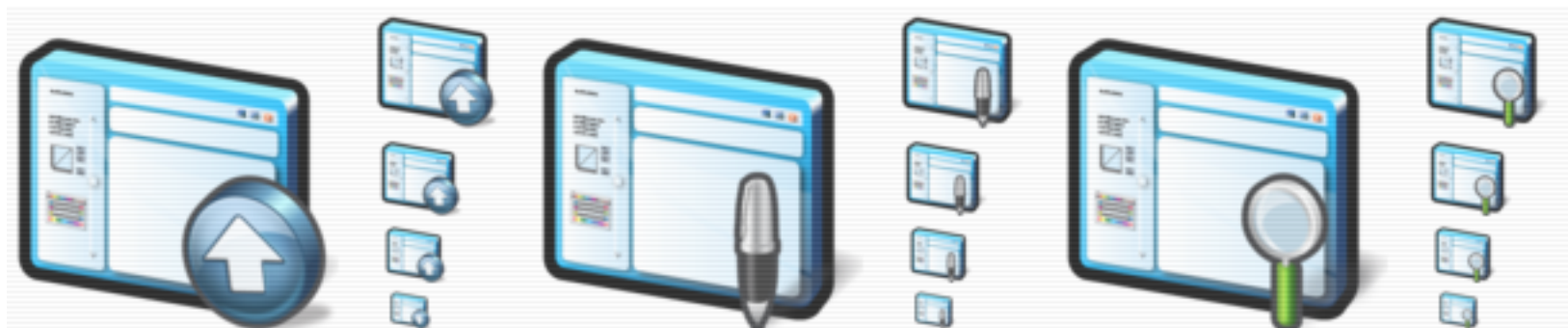
gui_remove



gui_save

gui_search

gui_unlock



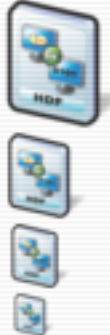
gui_up

gui_write

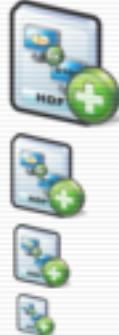
gui_zoom



hdf



hdf.add



hdf.back



hdf.cancel



hdf.clock



hdf.close



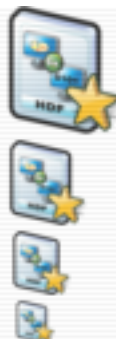
hdf.config



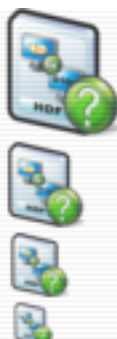
hdf.down



hdf.fav



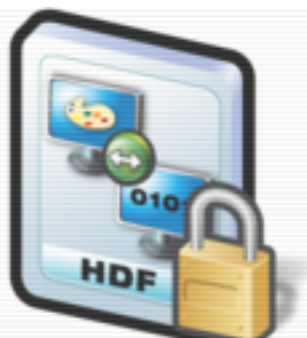
hdf.help



hdf.info



hdf.level



hdf.lock



hdf.next



hdf.ok





hdf_refresh



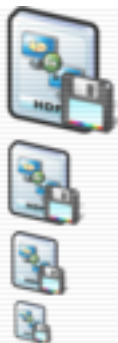
hdf_reload



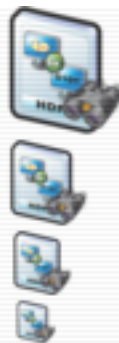
hdf_remove



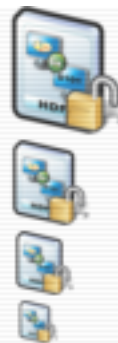
hdf_save



hdf_search



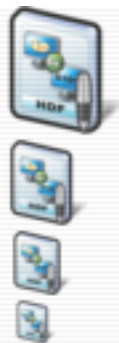
hdf_unlock



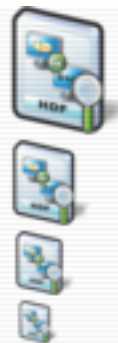
hdf_up



hdf_write



hdf_zoom



highlights



highlights_add



highlights_back



highlights_cancel

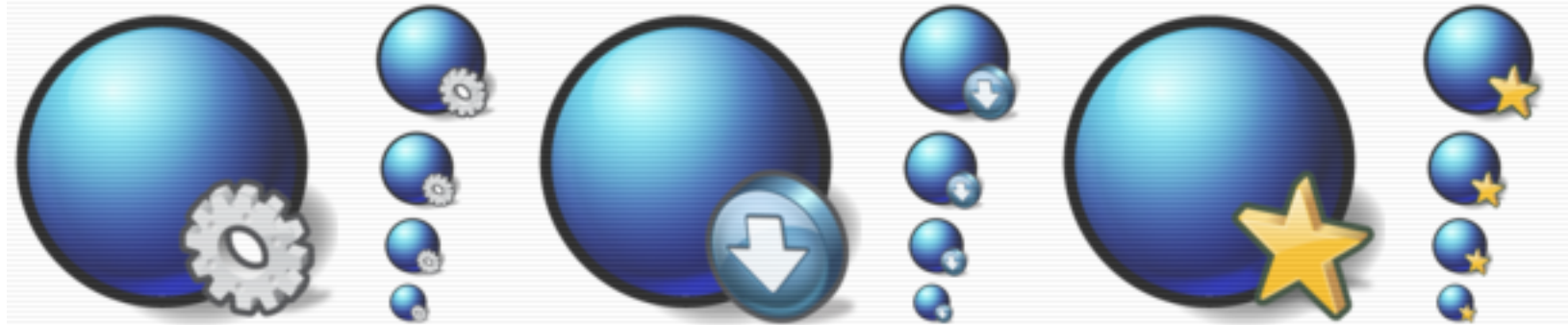


highlights_clock



highlights_close





highlights_config

highlights_down

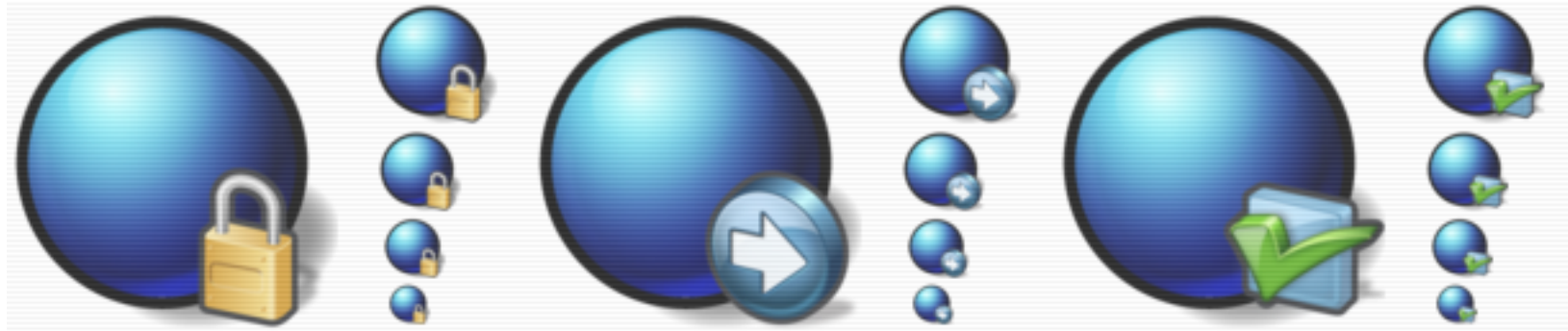
highlights_fav



highlights_help

highlights_info

highlights_level



highlights_lock

highlights_next

highlights_ok



highlights_refresh

highlights_reload

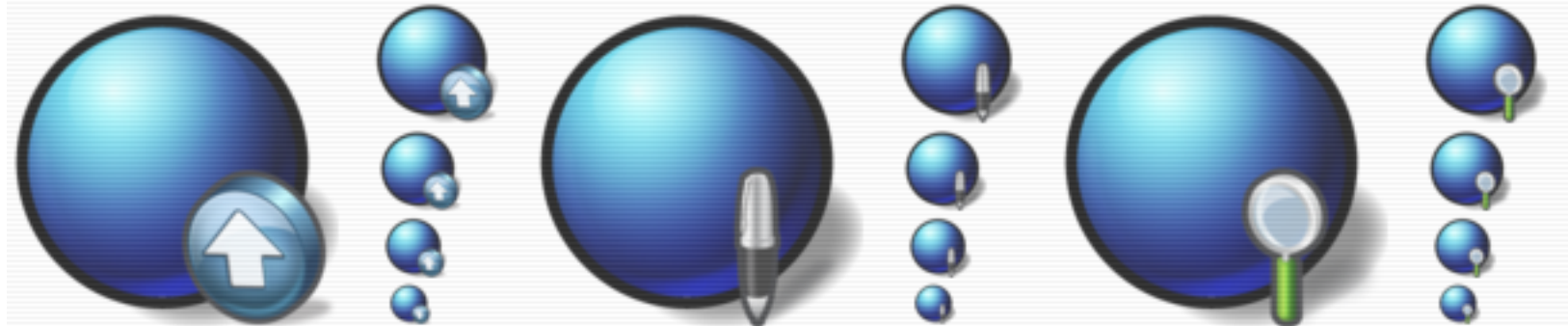
highlights_remove



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.down

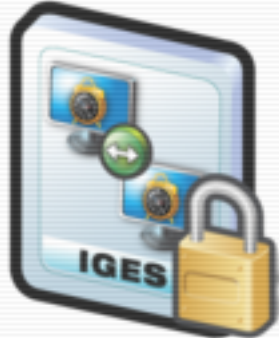
iges.fav



iges.help

iges.info

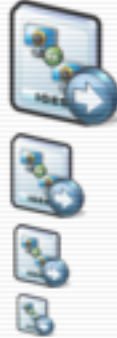
iges.level



iges_lock



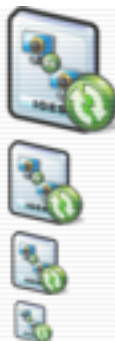
iges_next



iges_ok



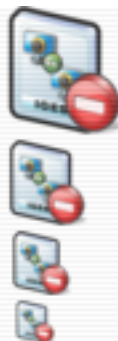
iges_refresh



iges_reload



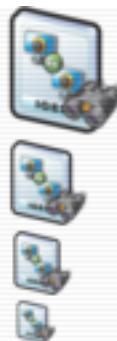
iges_remove



iges_save



iges_search



iges_unlock



iges_up



iges_write



iges_zoom



image_mapping



image_mapping_add



image_mapping_back





image_mapping_cancel



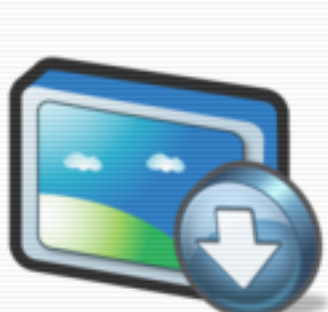
image_mapping_clock



image_mapping_close



image_mapping_config



image_mapping_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_reload



image_mapping_remove



image_mapping_save



image_mapping_search



image_mapping_unlock



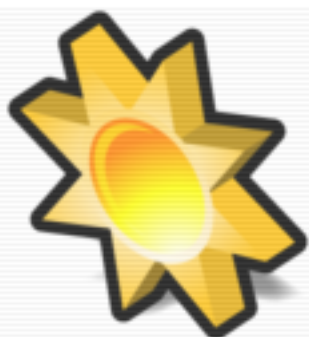
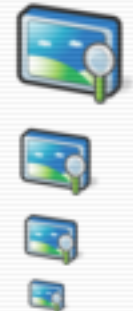
image_mapping_up



image_mapping_write



image_mapping_zoom



infinity_light



infinity_light_add



infinity_light_back



infinity_light_cancel



infinity_light_clock



infinity_light_close



infinity_light_config



infinity_light_down



infinity_light_fav





infinity_light_help



infinity_light_info



infinity_light_level



infinity_light_lock



infinity_light_next



infinity_light_ok



infinity_light_refresh



infinity_light_reload



infinity_light_remove



infinity_light_save



infinity_light_search



infinity_light_unlock



infinity_light_up

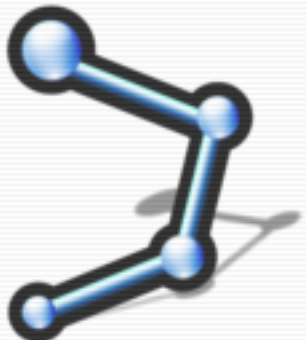


infinity_light_write



infinity_light_zoom





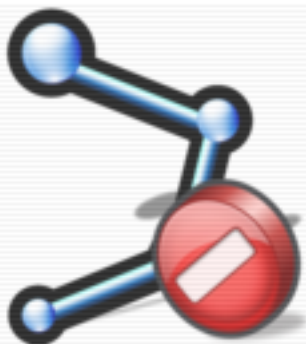
inverse_kinematics



inverse_kinematics_add



inverse_kinematics_back



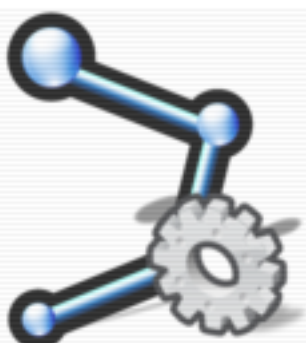
inverse_kinematics_cancel



inverse_kinematics_clock



inverse_kinematics_close



inverse_kinematics_config



inverse_kinematics_down



inverse_kinematics_fav



inverse_kinematics_help



inverse_kinematics_info



inverse_kinematics_level



inverse_kinematics_lock



inverse_kinematics_next



inverse_kinematics_ok

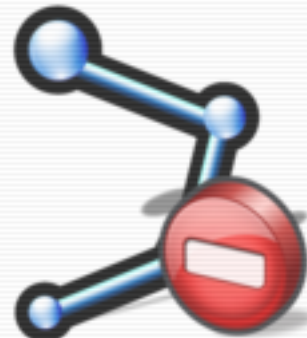




inverse_kinematics_refresh



inverse_kinematics_reload



inverse_kinematics_remove



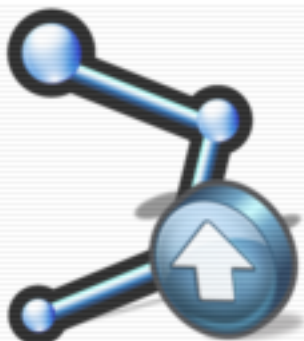
inverse_kinematics_save



inverse_kinematics_search



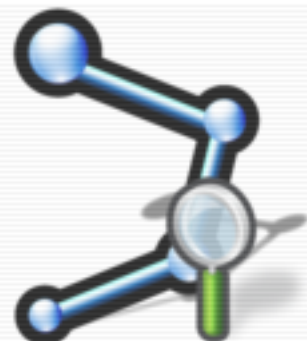
inverse_kinematics_unlock



inverse_kinematics_up



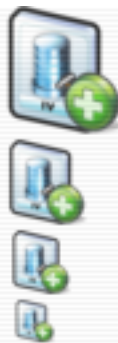
inverse_kinematics_write



inverse_kinematics_zoom



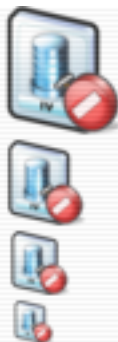
iv



iv_add



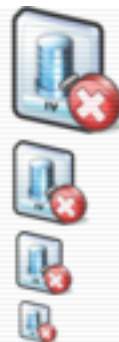
iv_back



iv_cancel



iv_clock



iv_close



iv_config



iv_down



iv_fav



iv_help



iv_info



iv_level



iv_lock



iv_next



iv_ok



iv_refresh



iv_reload



iv_remove



iv_save



iv_search



iv_unlock





iv_up



iv_write



iv_zoom



jaggies



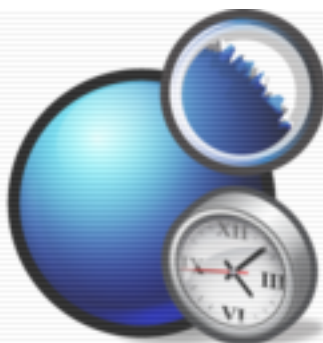
jaggies_add



jaggies_back



jaggies_cancel



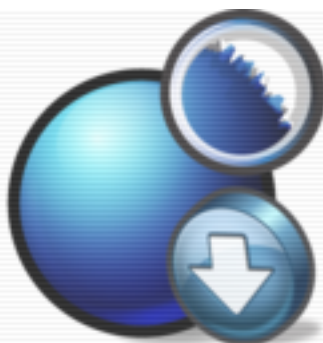
jaggies_clock



jaggies_close



jaggies_config



jaggies_down



jaggies_fav



jaggies_help



jaggies_info



jaggies_level



jaggies_lock



jaggies_next



jaggies_ok



jaggies_refresh



jaggies_reload



jaggies_remove



jaggies_save



jaggies_search



jaggies_unlock



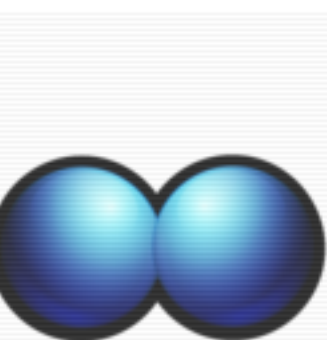
jaggies_up



jaggies_write



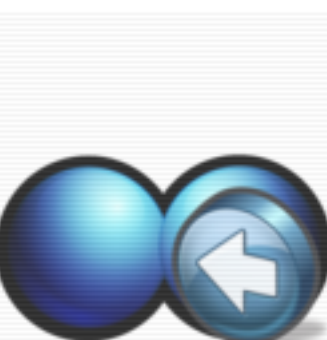
jaggies_zoom



join_solid

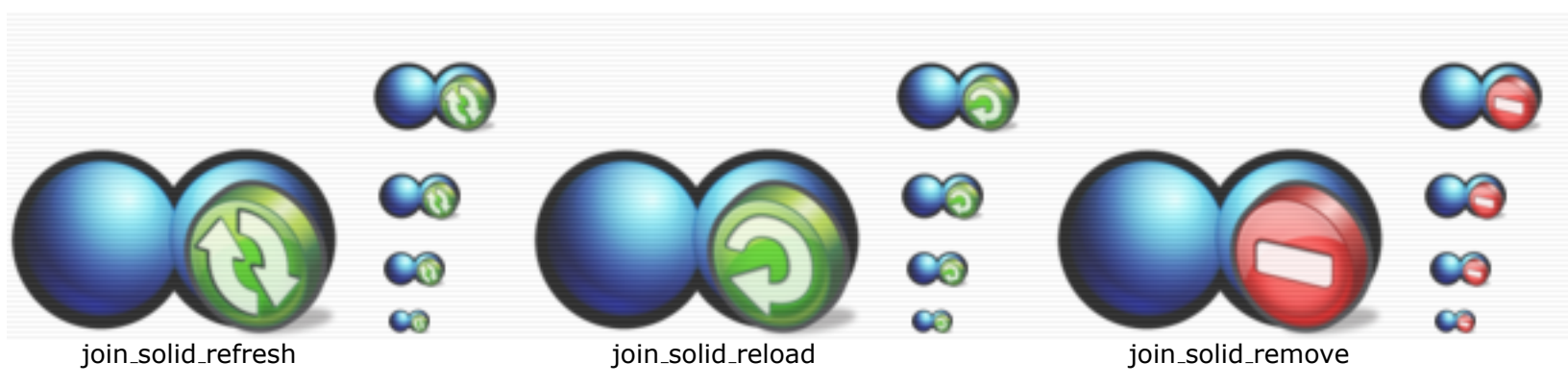
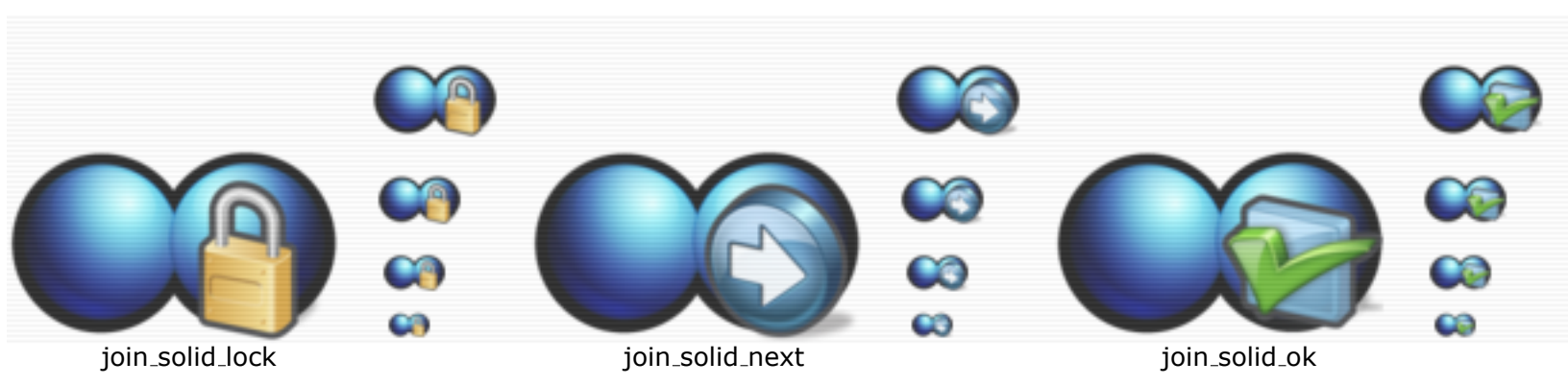
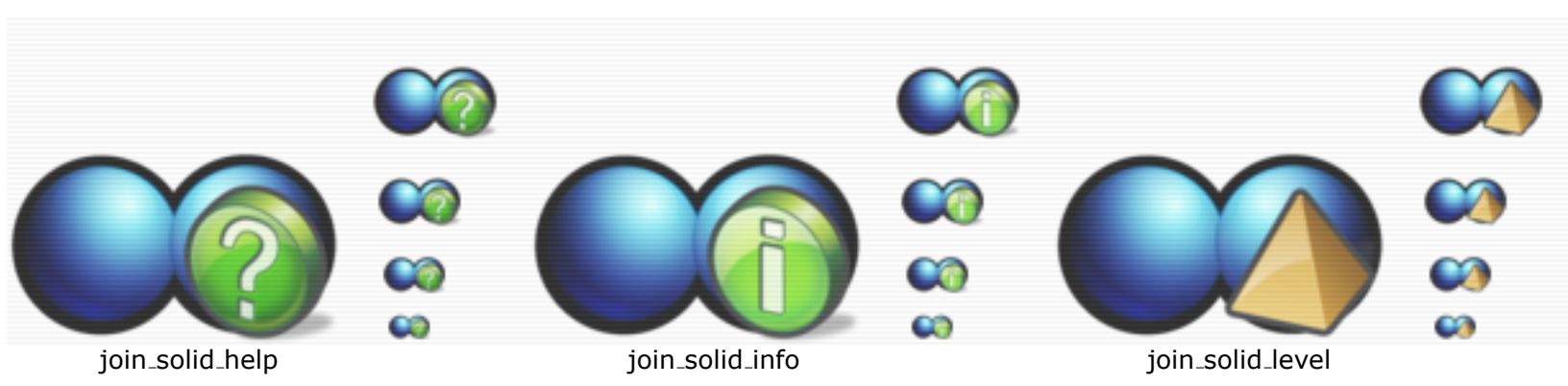
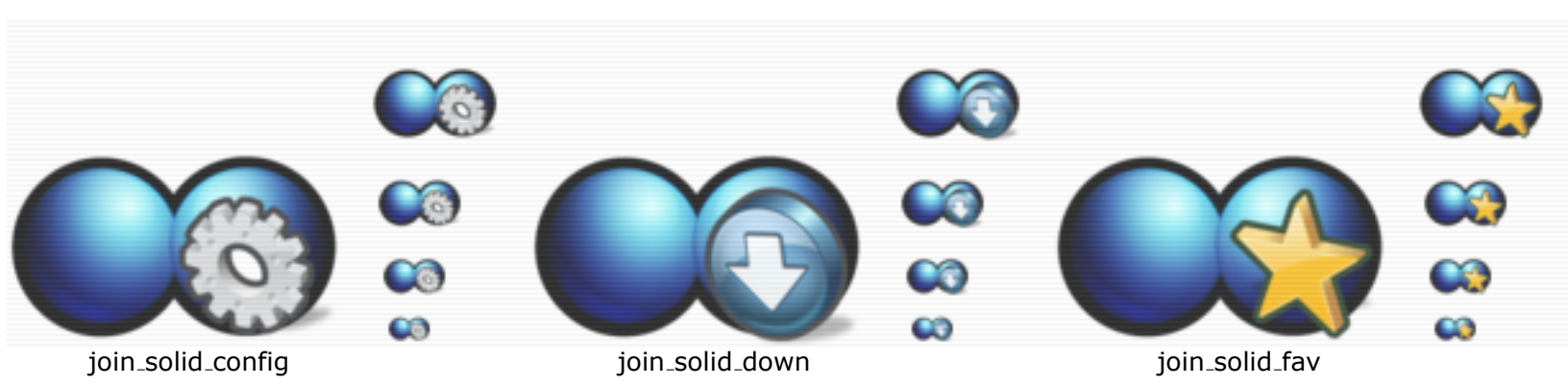
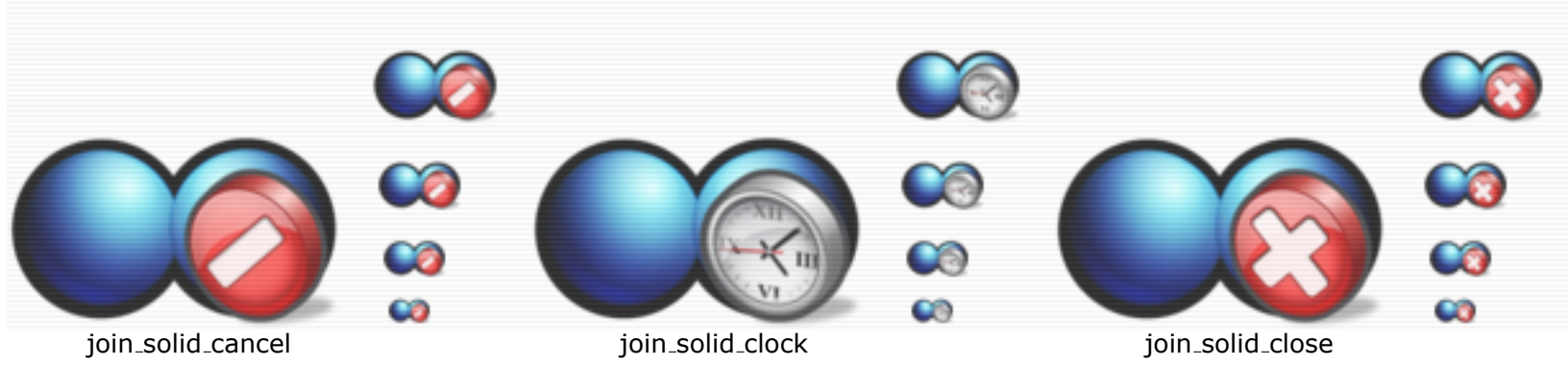


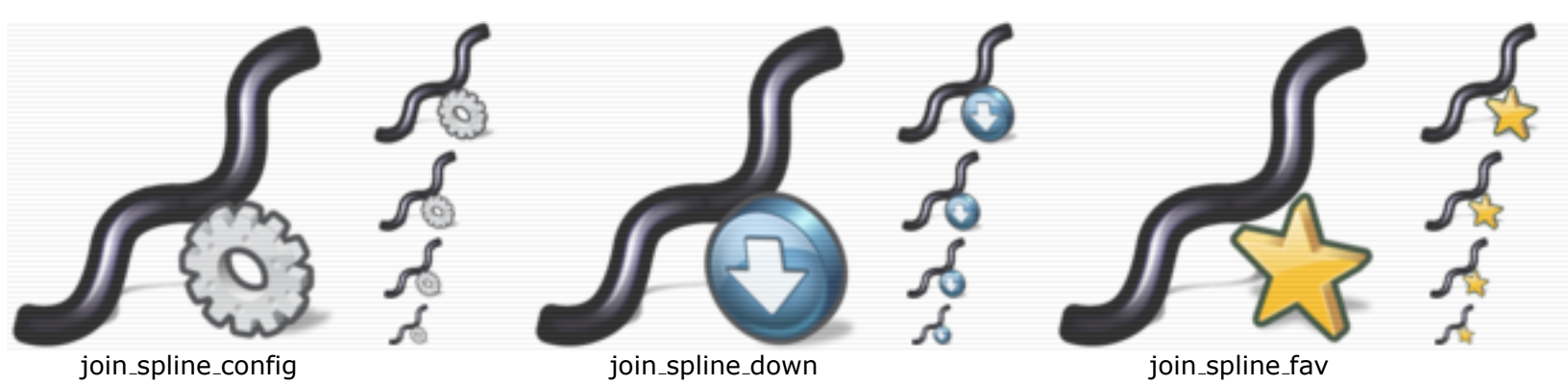
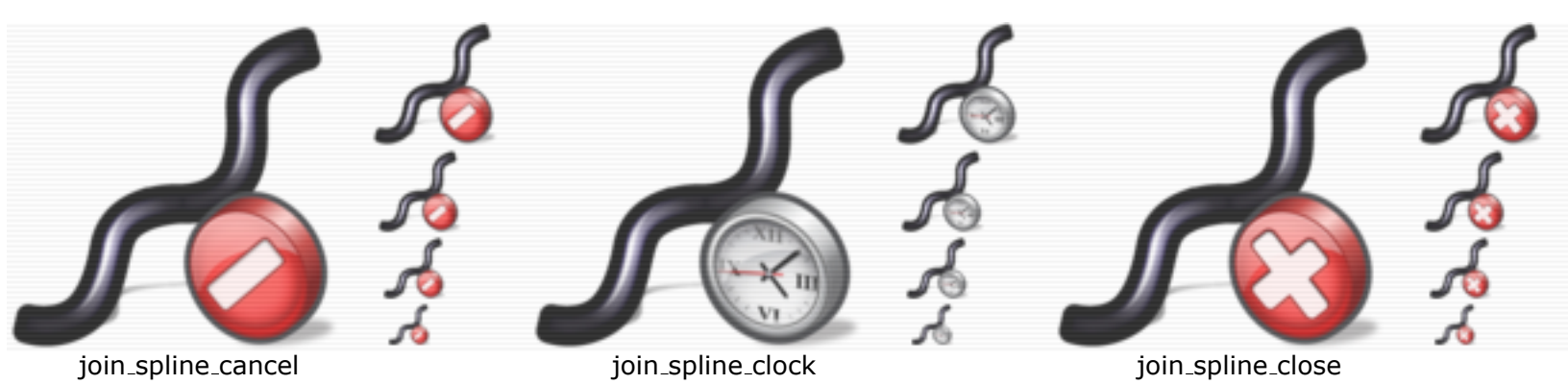
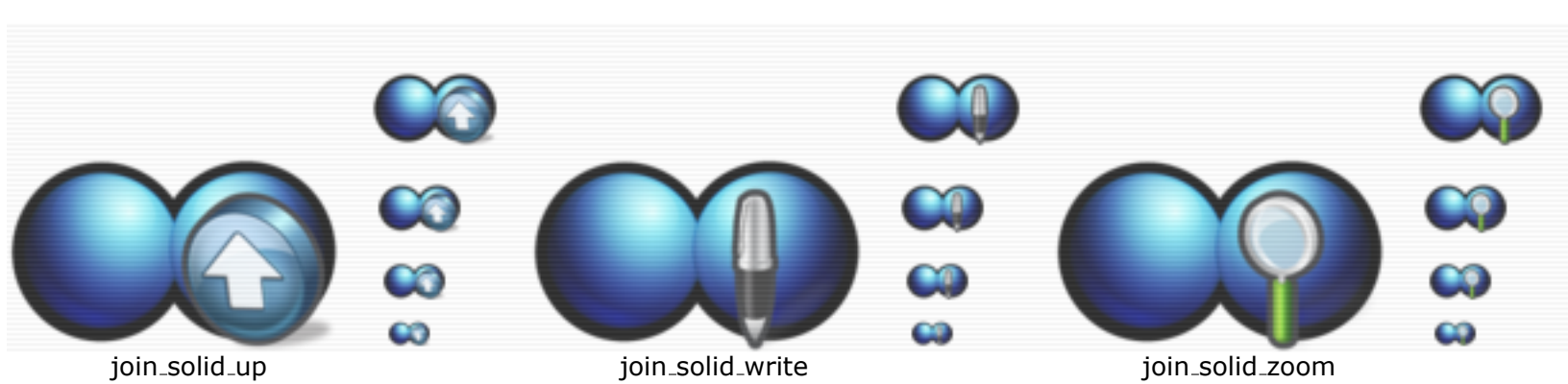
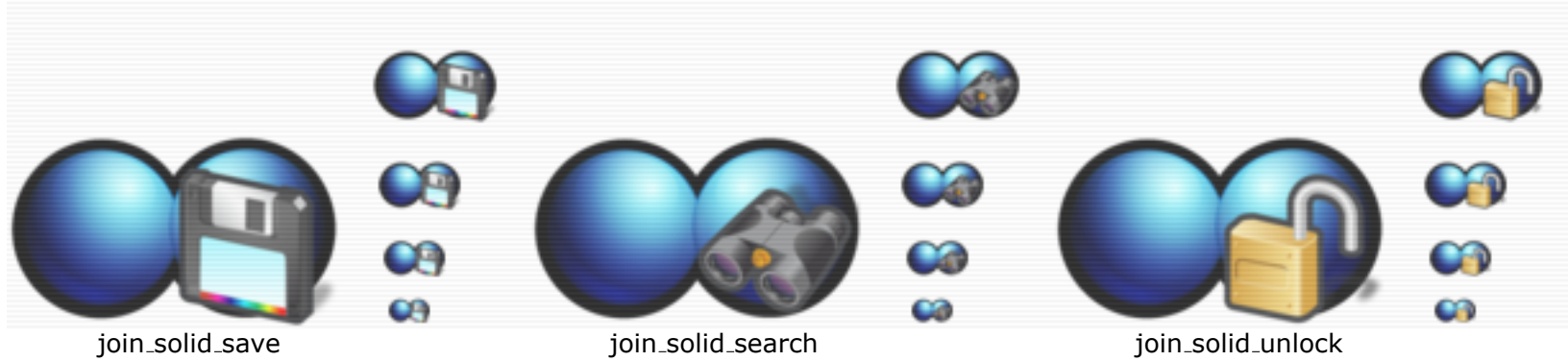
join_solid_add



join_solid_back





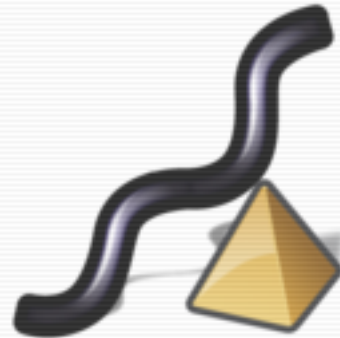




join_spline_help



join_spline_info



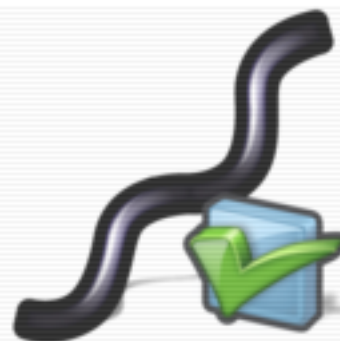
join_spline_level



join_spline_lock



join_spline_next



join_spline_ok



join_spline_refresh



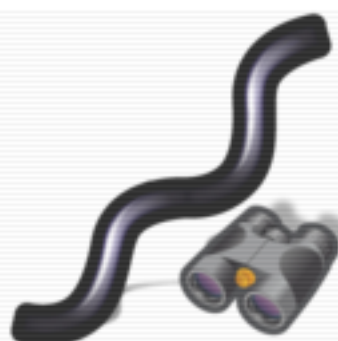
join_spline_reload



join_spline_remove



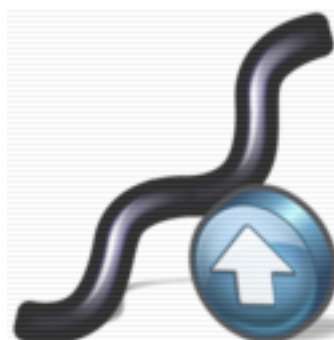
join_spline_save



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_down



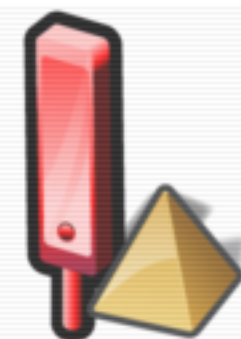
keyframe_fav



keyframe_help



keyframe_info



keyframe_level



keyframe_lock



keyframe_next



keyframe_ok





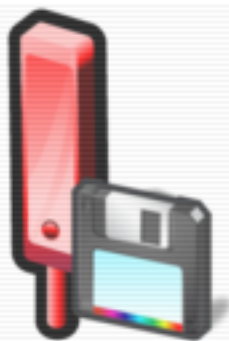
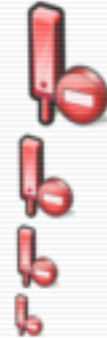
keyframe_refresh



keyframe_reload



keyframe_remove



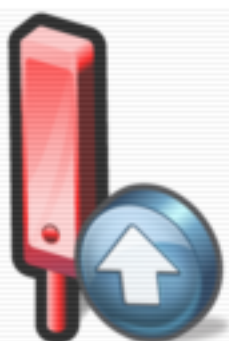
keyframe_save



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_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_reload



lens_flare_remove



lens_flare_save



lens_flare_search



lens_flare_unlock





lens_flare.up



lens_flare.write



lens_flare.zoom



lighting



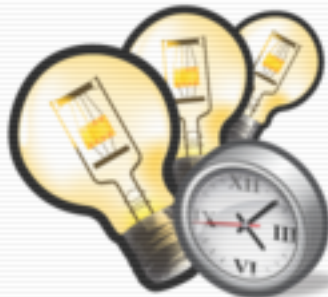
lighting.add



lighting.back



lighting.cancel



lighting.clock



lighting.close



lighting.config



lighting.down



lighting.fav



lighting.help



lighting.info



lighting.level





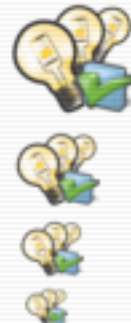
lighting_lock



lighting_next



lighting_ok



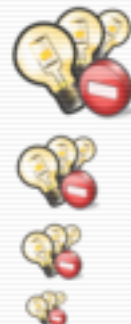
lighting_refresh



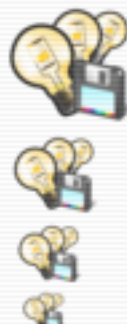
lighting_reload



lighting_remove



lighting_save



lighting_search



lighting_unlock



lighting_up



lighting_write



lighting_zoom



loop



loop_add



loop_back





loop_cancel



loop_clock



loop_close



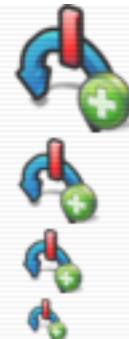
loop_config



loop_cut



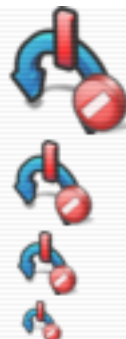
loop_cut_add



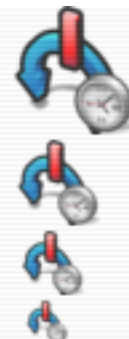
loop_cut_back



loop_cut_cancel



loop_cut_clock



loop_cut_close



loop_cut_config



loop_cut_down



loop_cut_fav



loop_cut_help



loop_cut_info





loop_cut_level



loop_cut.lock



loop_cut.next



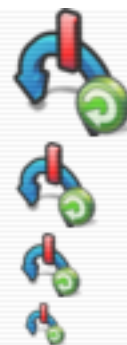
loop_cut.ok



loop_cut.refresh



loop_cut.reload



loop_cut.remove



loop_cut.save



loop_cut.search



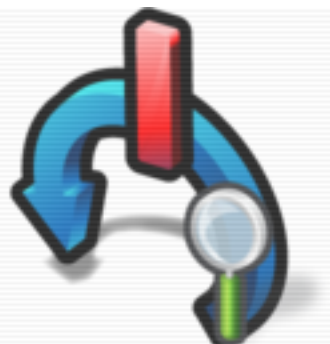
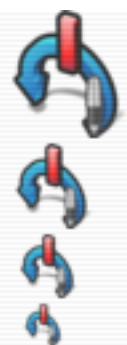
loop_cut.unlock



loop_cut.up



loop_cut.write



loop_cut.zoom



loop_down



loop_fav





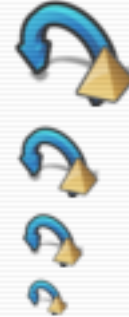
loop_help



loop_info



loop_level



loop_lock



loop_next



loop_ok



loop_refresh



loop_reload



loop_remove



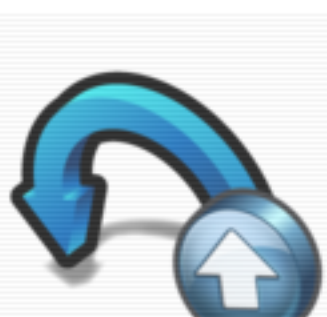
loop_save



loop_search



loop_unlock



loop_up



loop_write



loop_zoom





lwlo



lwlo_add



lwlo.back



lwlo_cancel



lwlo_clock



lwlo.close



lwlo_config



lwlo_down



lwlo_fav



lwlo_help



lwlo_info



lwlo_level



lwlo_lock



lwlo_lwob_and_lwsc



lwlo_lwob_and_lwsc_add

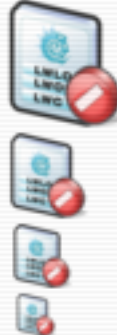




lwlo_lwob_and_lwsc.back



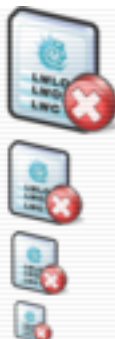
lwlo_lwob_and_lwsc.cancel



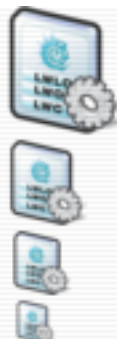
lwlo_lwob_and_lwsc.clock



lwlo_lwob_and_lwsc.close



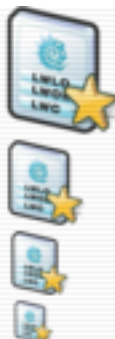
lwlo_lwob_and_lwsc.config



lwlo_lwob_and_lwsc.down



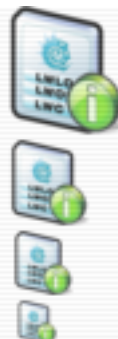
lwlo_lwob_and_lwsc.fav



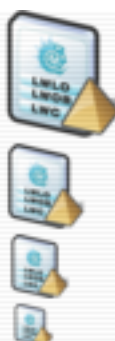
lwlo_lwob_and_lwsc.help



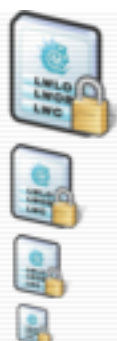
lwlo_lwob_and_lwsc.info



lwlo_lwob_and_lwsc.level



lwlo_lwob_and_lwsc.lock



lwlo_lwob_and_lwsc.next



lwlo_lwob_and_lwsc.ok



lwlo_lwob_and_lwsc.refresh

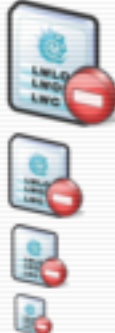


lwlo_lwob_and_lwsc.reload





lwlo_remove



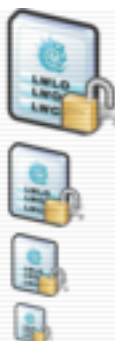
lwlo_save



lwlo_search



lwlo_unlock



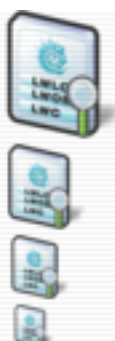
lwlo_up



lwlo_write



lwlo_zoom



lwlo_next



lwlo_ok



lwlo_refresh



lwlo_reload



lwlo_remove



lwlo_save



lwlo_search



lwlo_unlock





lwlo_up



lwlo_write



lwlo_zoom



lwob_lightwave_3d_object



lwob_lightwave_3d_object.add



lwob_lightwave_3d_object.back



lwob_lightwave_3d_object_cancel



lwob_lightwave_3d_object.clock



lwob_lightwave_3d_object.close



lwob_lightwave_3d_object.config



lwob_lightwave_3d_object.down



lwob_lightwave_3d_object.fav



lwob_lightwave_3d_object.help



lwob_lightwave_3d_object.info



lwob_lightwave_3d_object.level



l wob_lightwave_3d_object.lock



l wob_lightwave_3d_object.next



l wob_lightwave_3d_object.ok



l wob_lightwave_3d_object.refresh



l wob_lightwave_3d_object.reload



l wob_lightwave_3d_object.remove



l wob_lightwave_3d_object.save



l wob_lightwave_3d_object.search



l wob_lightwave_3d_object.unlock



l wob_lightwave_3d_object.up



l wob_lightwave_3d_object.write



l wob_lightwave_3d_object.zoom



l wsc



l wsc.add



l wsc.back



lwsc_cancel



lwsc_clock



lwsc_close



lwsc_config



lwsc_down



lwsc_fav



lwsc_help



lwsc_info



lwsc_level



lwsc_lock



lwsc_next



lwsc_ok



lwsc_refresh



lwsc_reload



lwsc_remove





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.down



material.fav





material_help

material_info

material_level



material_lock

material_next

material_ok



material_refresh

material_reload

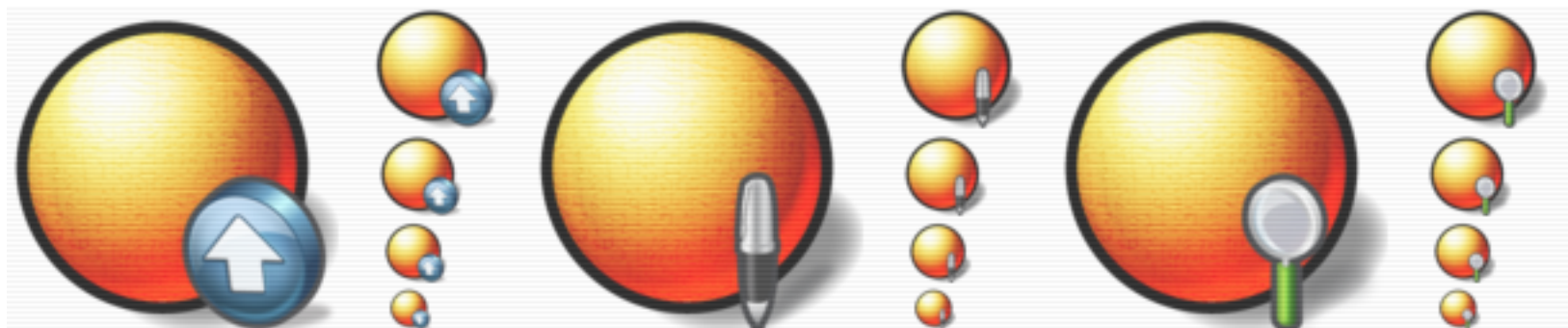
material_remove



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_down



maz_fav



maz_help



maz_info



maz_level



maz_lock



maz_next



maz_ok





maz_refresh



maz_reload



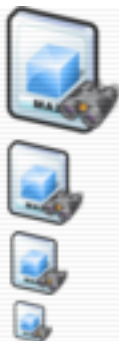
maz_remove



maz_save



maz_search



maz_unlock



maz_up



maz_write



maz_zoom



merge_face



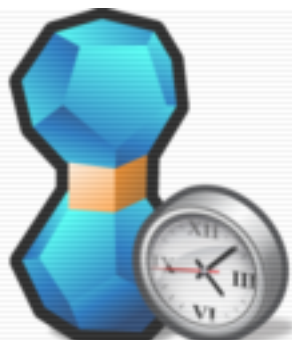
merge_face_add



merge_face_back



merge_face_cancel



merge_face_clock



merge_face_close

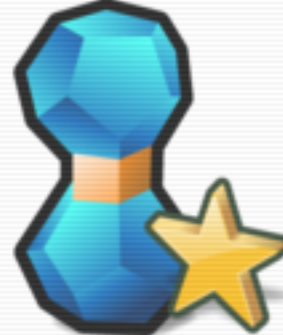




merge_face_config



merge_face_down



merge_face_fav



merge_face_help



merge_face_info



merge_face_level



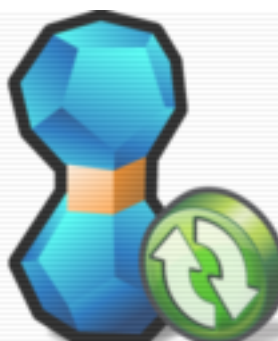
merge_face_lock



merge_face_next



merge_face_ok



merge_face_refresh



merge_face_reload



merge_face_remove



merge_face_save



merge_face_search



merge_face_unlock





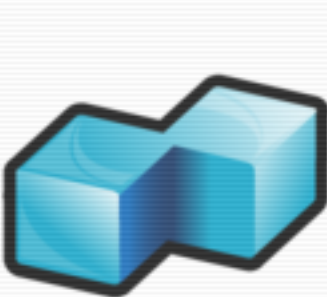
merge_face_up



merge_face_write



merge_face_zoom



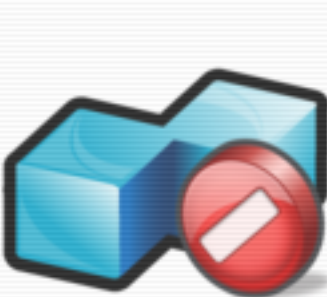
merge_object



merge_object_add



merge_object.back



merge_object.cancel



merge_object.clock



merge_object.close



merge_object.config



merge_object_down



merge_object.fav



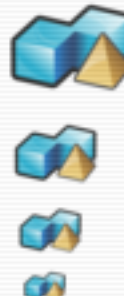
merge_object.help



merge_object.info



merge_object.level





merge_object.lock



merge_object.next



merge_object.ok



merge_object.refresh



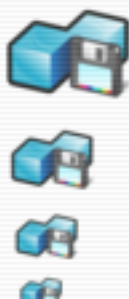
merge_object.reload



merge_object.remove



merge_object.save



merge_object.search



merge_object.unlock



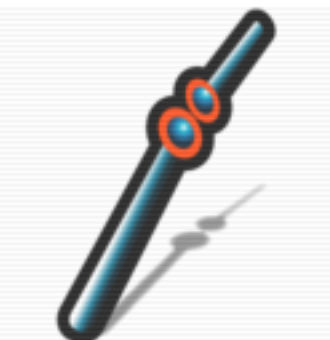
merge_object.up



merge_object.write



merge_object.zoom



merge_points



merge_points.add



merge_points.back





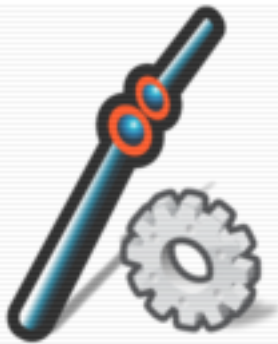
merge_points.cancel



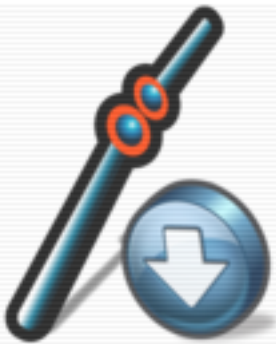
merge_points.clock



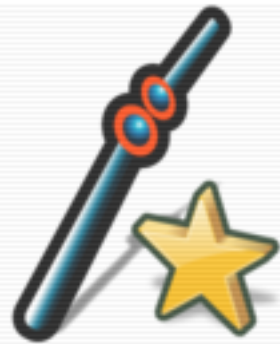
merge_points.close



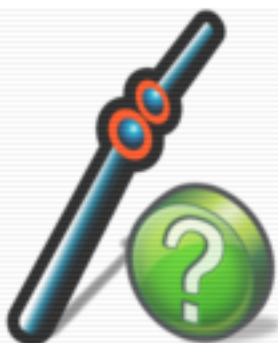
merge_points.config



merge_points.down



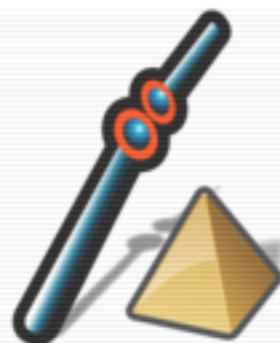
merge_points.fav



merge_points.help



merge_points.info



merge_points.level



merge_points.lock



merge_points.next



merge_points.ok



merge_points.refresh



merge_points.reload

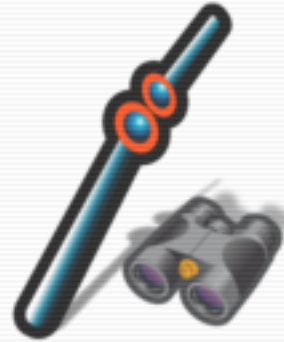


merge_points.remove





merge_points.save



merge_points.search



merge_points.unlock



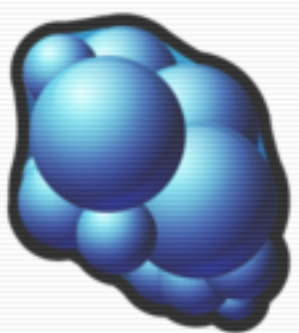
merge_points.up



merge_points.write



merge_points.zoom



metaball



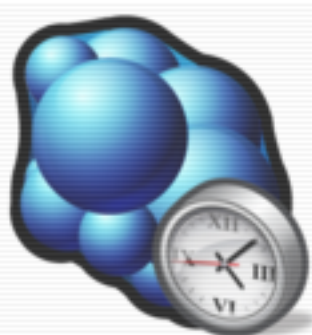
metaball.add



metaball.back



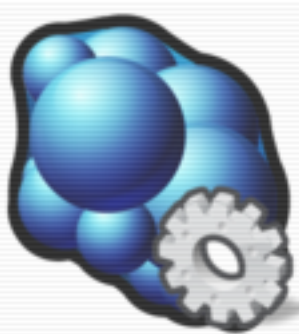
metaball.cancel



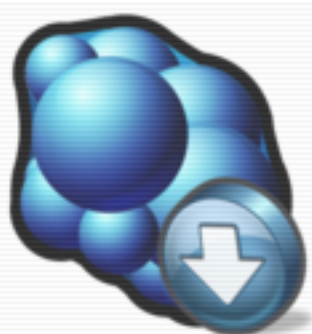
metaball.clock



metaball.close



metaball.config



metaball.down



metaball.fav





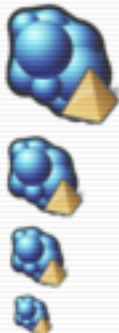
metaball_help



metaball_info



metaball_level



metaball_lock



metaball_next



metaball_ok



metaball_refresh



metaball_reload



metaball_remove



metaball_save



metaball_search



metaball_unlock



metaball_up



metaball_write



metaball_zoom

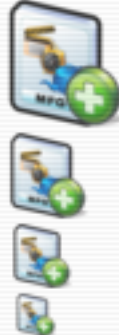




mgf



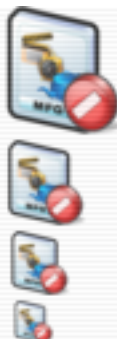
mgf_add



mgf_back



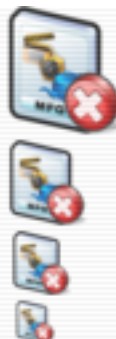
mgf_cancel



mgf_clock



mgf_close



mgf_config



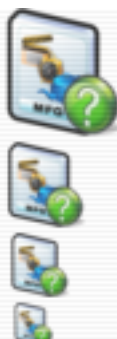
mgf_down



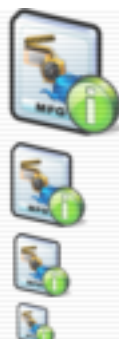
mgf_fav



mgf_help



mgf_info



mgf_level



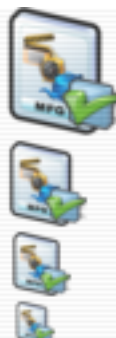
mgf_lock



mgf_next



mgf_ok





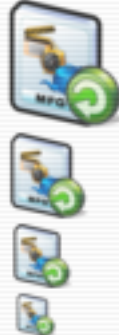
mgf_refresh



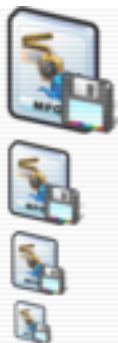
mgf_reload



mgf_remove



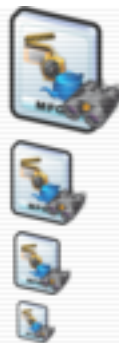
mgf_save



mgf_search



mgf_unlock



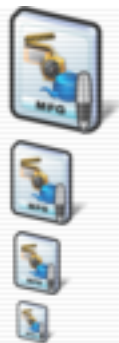
mgf_up



mgf_write



mgf_zoom



mip_mapping



mip_mapping_add



mip_mapping_back



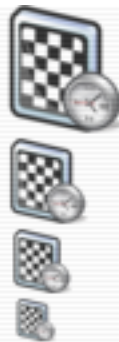
mip_mapping_cancel



mip_mapping_clock

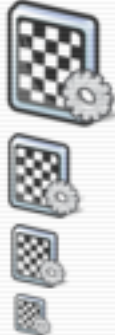


mip_mapping_close

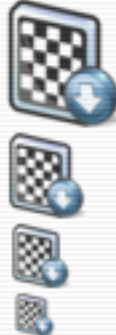




mip_mapping_config



mip_mapping_down



mip_mapping_fav



mip_mapping_help



mip_mapping_info



mip_mapping_level



mip_mapping_lock



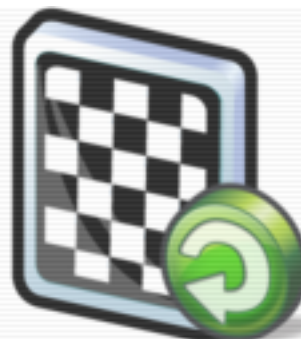
mip_mapping_next



mip_mapping_ok



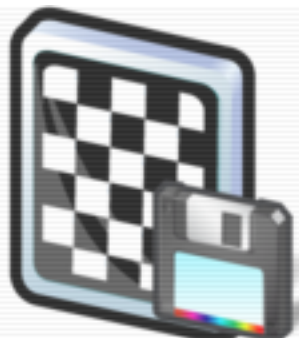
mip_mapping_refresh



mip_mapping_reload



mip_mapping_remove



mip_mapping_save



mip_mapping_search

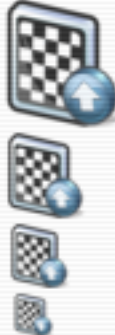


mip_mapping_unlock





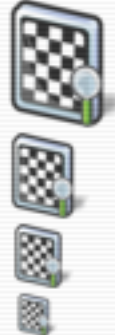
mip_mapping_up



mip_mapping_write



mip_mapping_zoom



mli



mli_add



mli_back



mli_cancel



mli_clock



mli_close



mli_config



mli_down



mli_fav



mli_help



mli_info



mli_level





mli_lock



mli_next



mli_ok



mli_refresh



mli_reload



mli_remove



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_down



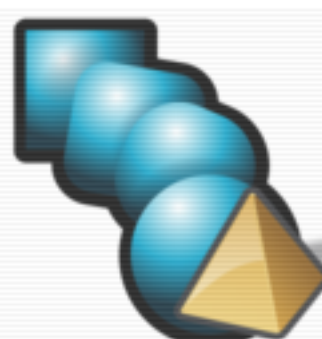
morphing_fav



morphing_help



morphing_info



morphing_level



morphing_lock



morphing_next



morphing_ok



morphing_refresh



morphing_reload



morphing_remove





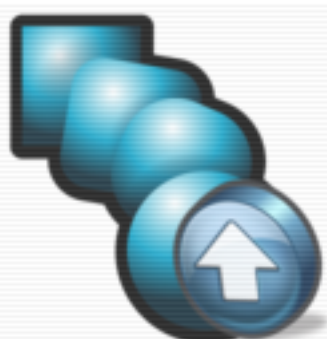
morphing_save



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_down



motion_blur_fav





motion_blur_help

motion_blur_info

motion_blur_level



motion_blur_lock

motion_blur_next

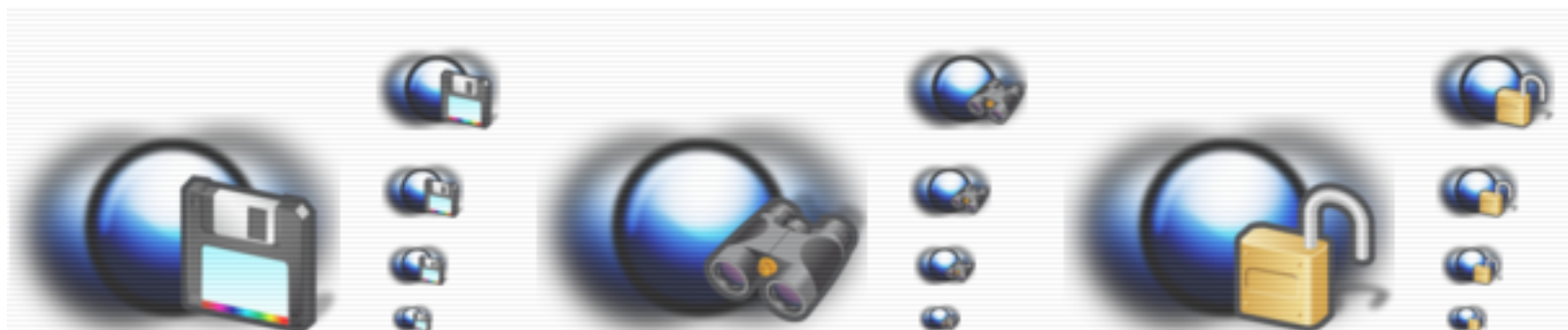
motion_blur_ok



motion_blur_refresh

motion_blur_reload

motion_blur_remove



motion_blur_save

motion_blur_search

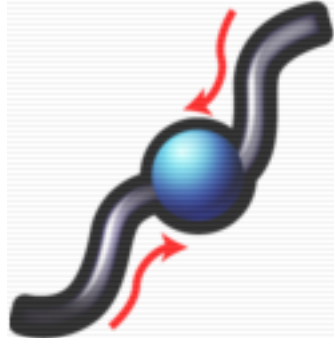
motion_blur_unlock



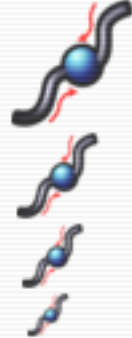
motion_blur_up

motion_blur_write

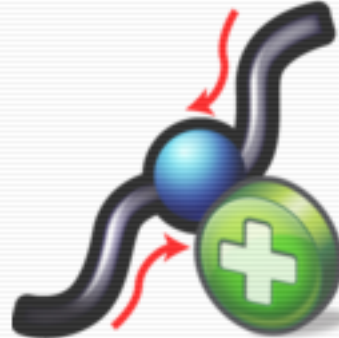
motion_blur_zoom



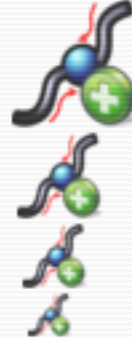
motion_path



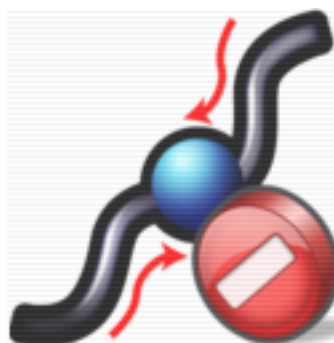
motion_path_add



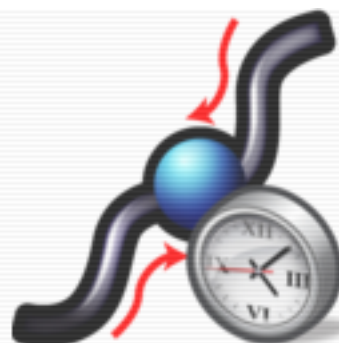
motion_path_back



motion_path_cancel



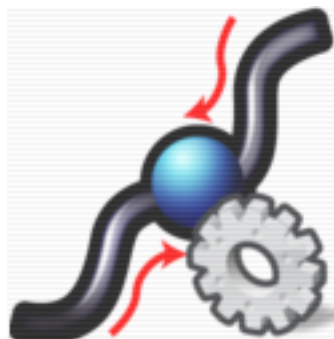
motion_path_clock



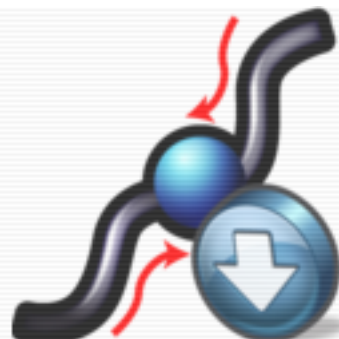
motion_path_close



motion_path_config



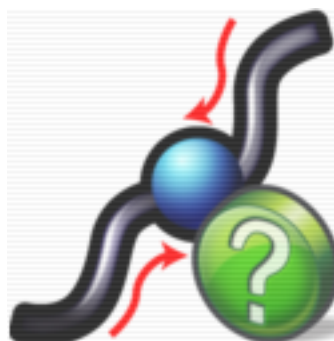
motion_path_down



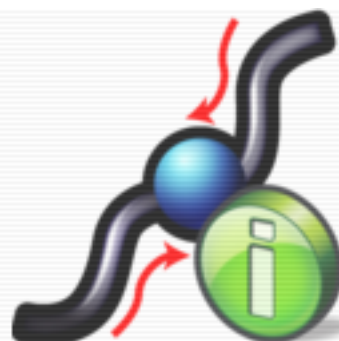
motion_path_fav



motion_path_help



motion_path_info



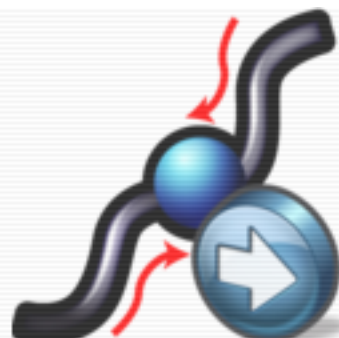
motion_path_level



motion_path_lock



motion_path_next

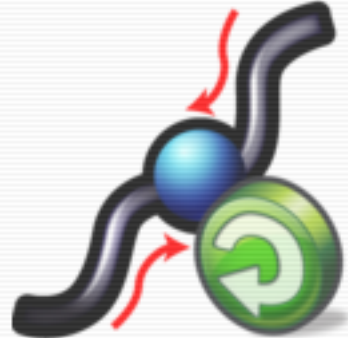


motion_path_ok

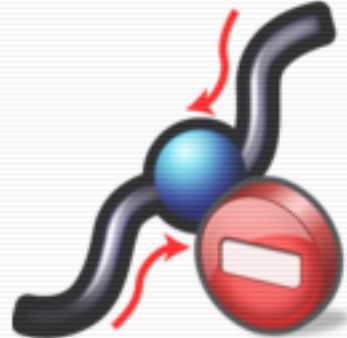




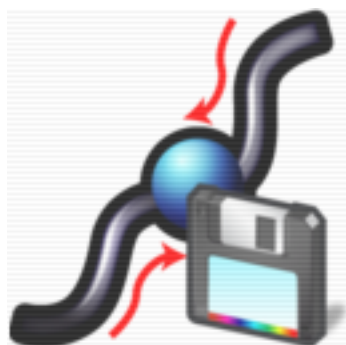
motion_path_refresh



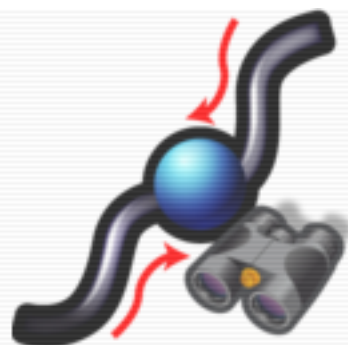
motion_path_reload



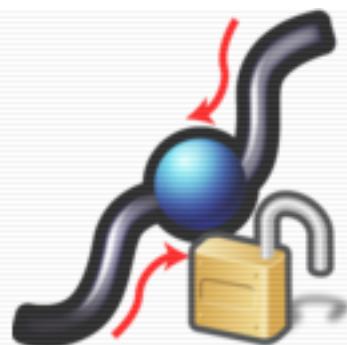
motion_path_remove



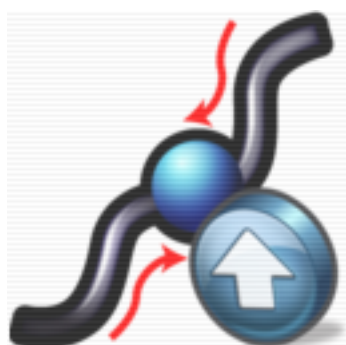
motion_path_save



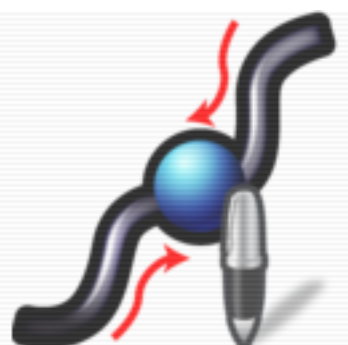
motion_path_search



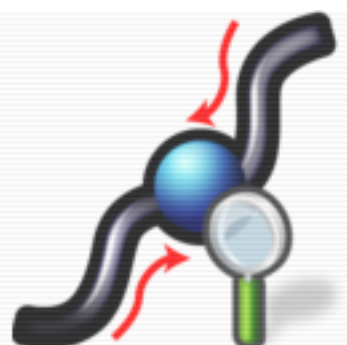
motion_path_unlock



motion_path_up



motion_path_write



motion_path_zoom



move



move_add



move_back



move_cancel



move_clock



move_close





move_config



move_down



move_fav



move_help



move_info



move_level



move_lock



move_next



move_ok



move_refresh



move_reload



move_remove



move_save



move_search



move_unlock





move_up



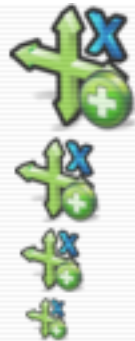
move_write



move_x



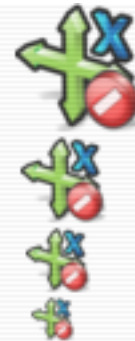
move_x.add



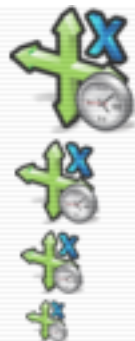
move_x.back



move_x.cancel



move_x.clock



move_x.close



move_x.config



move_x.down



move_x.fav



move_x.help



move_x.info



move_x.level



move_x.lock





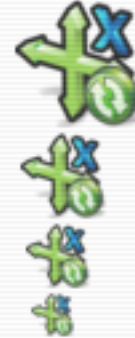
move_x_next



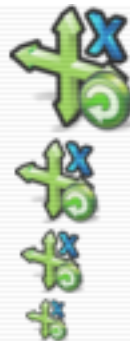
move_x_ok



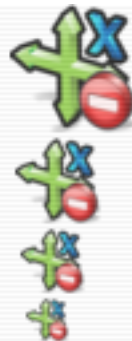
move_x_refresh



move_x_reload



move_x_remove



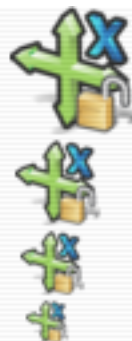
move_x_save



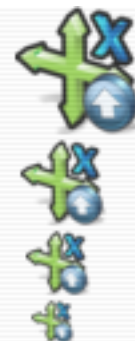
move_x_search



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_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_reload



move_y_remove



move_y_save





move.y_search



move.y_unlock



move.y_up



move.y_write



move.y_zoom



move.z



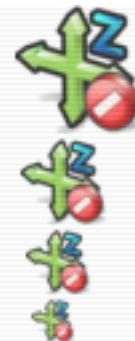
move.z_add



move.z_back



move.z.cancel



move.z_clock



move.z_close



move.z.config



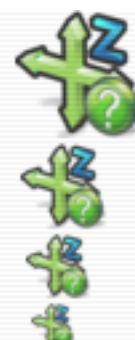
move.z_down



move.z_fav

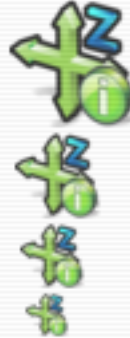


move.z_help





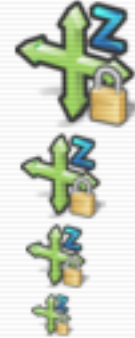
move_z.info



move_z.level



move_z.lock



move_z.next



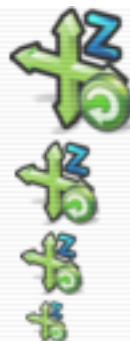
move_z.ok



move_z.refresh



move_z.reload



move_z.remove



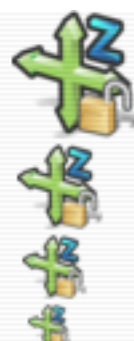
move_z.save



move_z.search



move_z.unlock



move_z.up



move_z.write



move_z.zoom



move_zoom

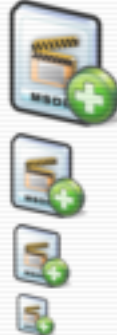




msdl



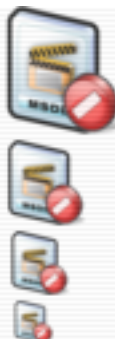
msdl.add



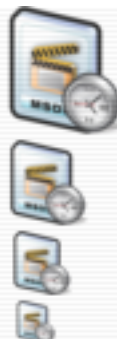
msdl.back



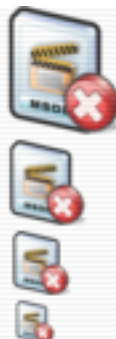
msdl.cancel



msdl.clock



msdl.close



msdl.config



msdl.down



msdl.fav



msdl.help



msdl.info



msdl.level



msdl.lock



msdl.next



msdl.ok





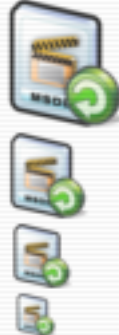
msdl_refresh



msdl_reload



msdl_remove



msdl_save



msdl_search



msdl_unlock



msdl_up



msdl_write



msdl_zoom



nff_a



nff_a_add



nff_a_back



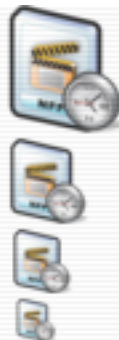
nff_a_cancel



nff_a_clock



nff_a_close





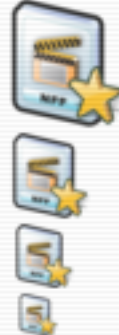
nff_a_config



nff_a_down



nff_a_fav



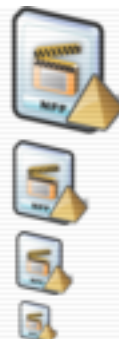
nff_a_help



nff_a_info



nff_a_level



nff_a_lock



nff_a_next



nff_a_ok



nff_a_refresh



nff_a_reload



nff_a_remove



nff_a_save



nff_a_search



nff_a_unlock





nff_a.up



nff_a.write



nff_a.zoom



nff.and.enff



nff.and.enff.add



nff.and.enff.back



nff.and.enff.cancel



nff.and.enff.clock



nff.and.enff.close



nff.and.enff.config



nff.and.enff.down



nff.and.enff.fav



nff.and.enff.help



nff.and.enff.info



nff.and.enff.level



nff_and_enff_lock



nff_and_enff_next



nff_and_enff_ok



nff_and_enff_refresh



nff_and_enff_reload



nff_and_enff_remove



nff_and_enff_save



nff_and_enff_search



nff_and_enff_unlock



nff_and_enff_up



nff_and_enff_write



nff_and_enff_zoom



nff_b



nff_b_add

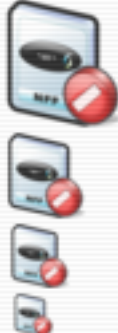


nff_b_back





nff_b_cancel



nff_b_clock



nff_b_close



nff_b_config



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_reload

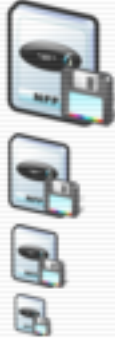


nff_b_remove





nff_b.save



nff_b.search



nff_b.unlock



nff_b.up



nff_b.write



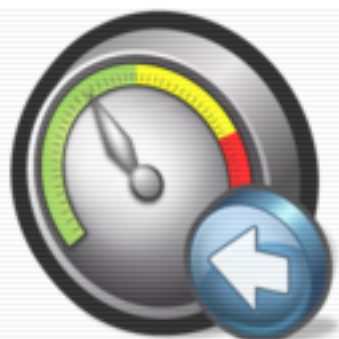
nff_b.zoom



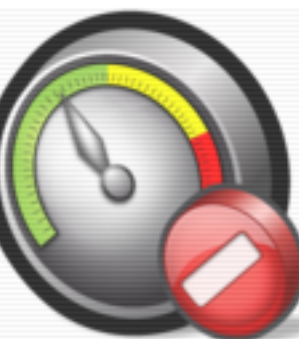
normals



normals.add



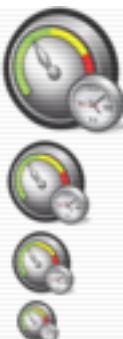
normals.back



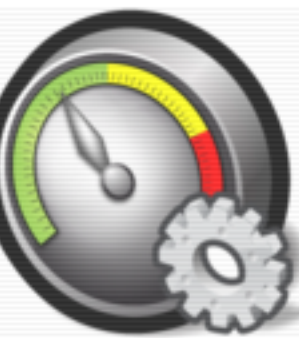
normals.cancel



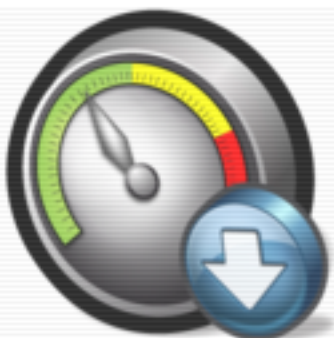
normals.clock



normals.close



normals.config

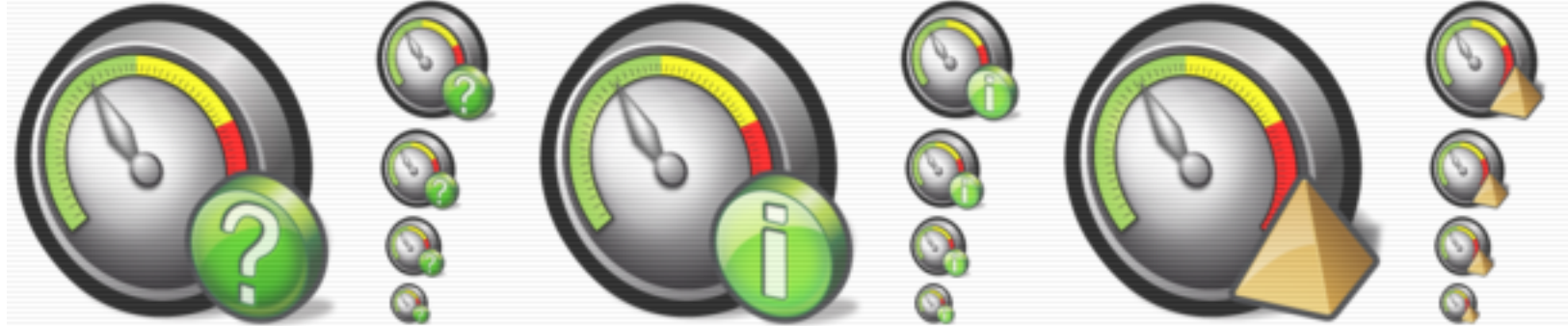


normals.down



normals.fav

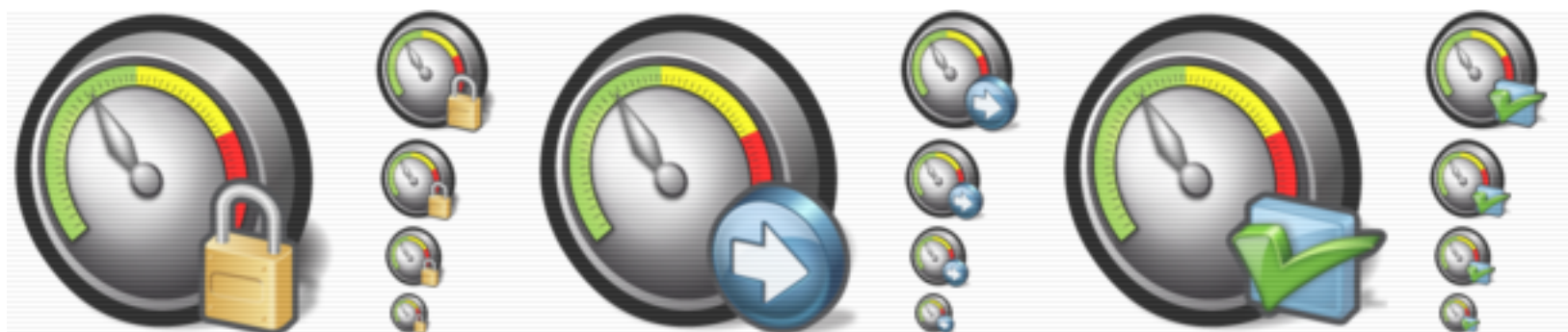




normals_help

normals_info

normals_level



normals_lock

normals_next

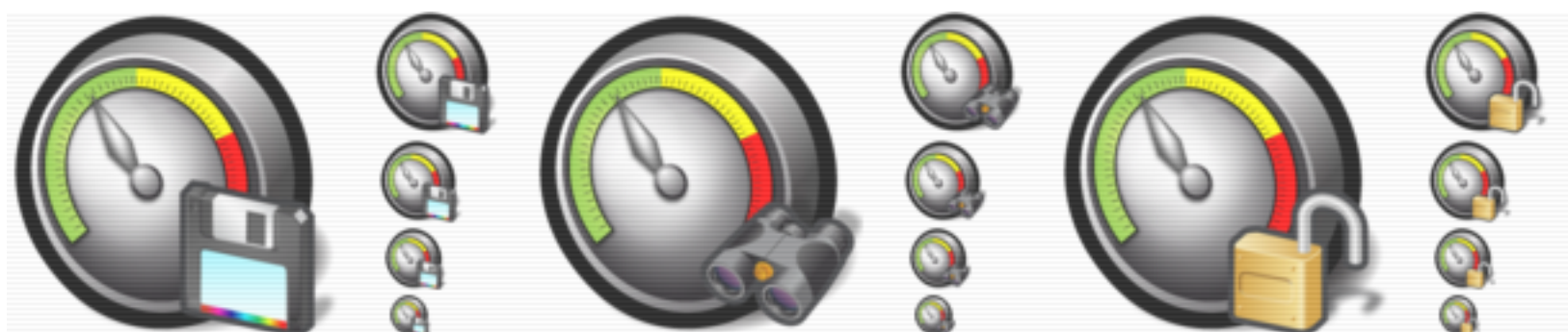
normals_ok



normals_refresh

normals_reload

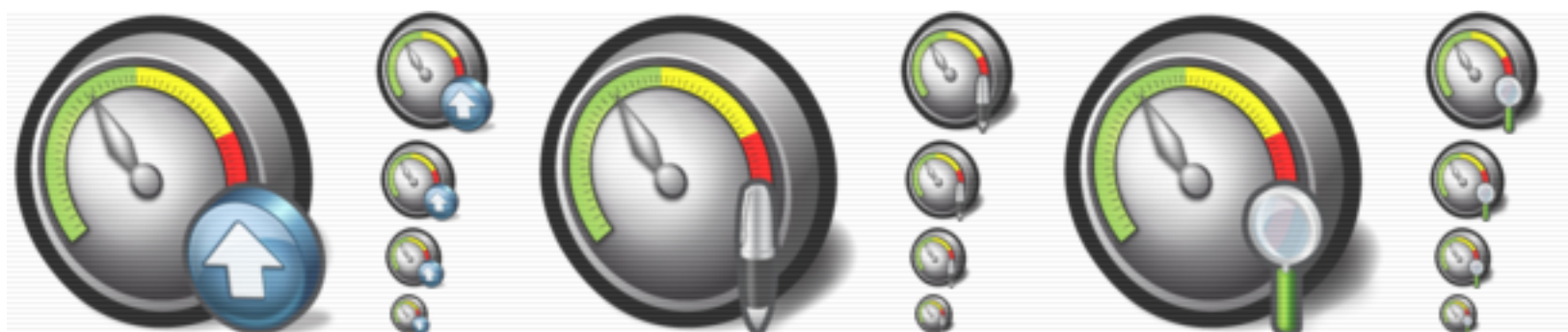
normals_remove



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.down



obj.fav



obj.help



obj.info



obj.level



obj.lock



obj.next



obj.ok



obj_refresh



obj_reload



obj_remove



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_down



off_fav



off_help



off_info



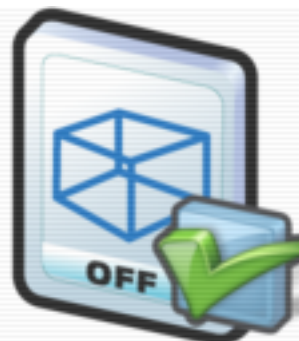
off_level



off_lock



off_next



off_ok



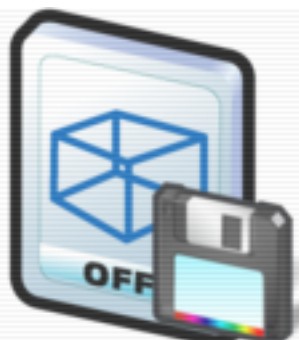
off_refresh



off_reload



off_remove



off_save



off_search



off_unlock





off_up



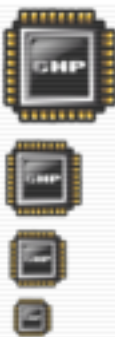
off_write



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_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



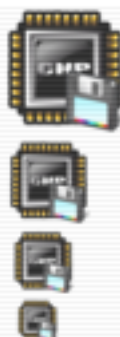
on_chip_cache.reload



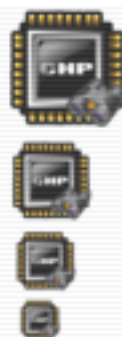
on_chip_cache.remove



on_chip_cache.save



on_chip_cache.search



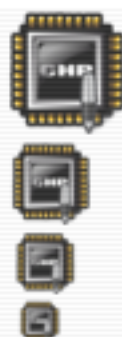
on_chip_cache.unlock



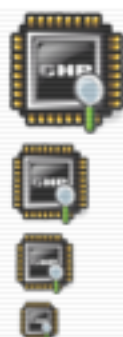
on_chip_cache.up



on_chip_cache.write



on_chip_cache.zoom



oogl



oogl_add



oogl_back





oogl_cancel



oogl_clock



oogl_close



oogl_config



oogl_down



oogl_fav



oogl_help



oogl_info



oogl_level



oogl_lock



oogl_next



oogl_ok



oogl_refresh



oogl_reload



oogl_remove

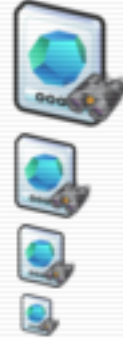




oogl_save



oogl_search



oogl_unlock



oogl_up



oogl_write



oogl_zoom



opengl



opengl_add



opengl_back



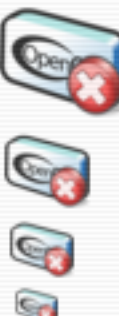
opengl_cancel



opengl_clock



opengl_close



opengl_config



opengl_down



opengl_fav





opengl_help

opengl_info

opengl_level



opengl_lock

opengl_next

opengl_ok



opengl_refresh

opengl_reload

opengl_remove



opengl_save

opengl_search

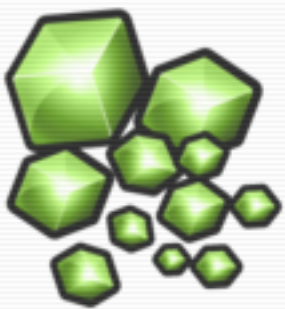
opengl_unlock



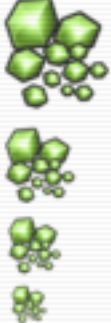
opengl_up

opengl_write

opengl_zoom



particle_system



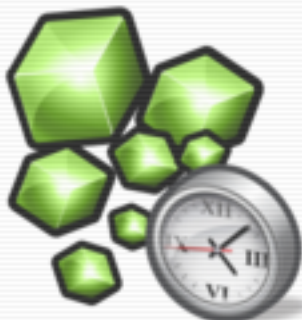
particle_system.add



particle_system.back



particle_system.cancel



particle_system.clock



particle_system.close



particle_system.config



particle_system.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



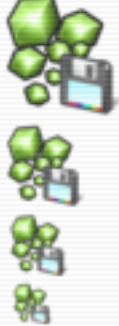
particle_system_reload



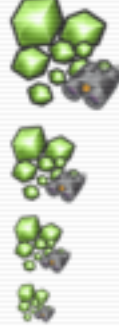
particle_system_remove



particle_system_save



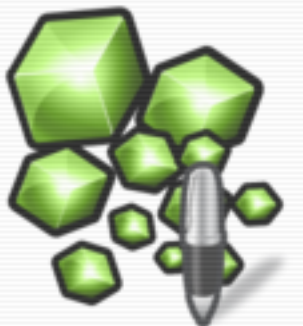
particle_system_search



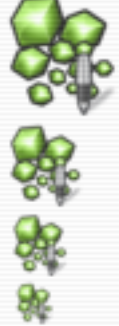
particle_system_unlock



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_down



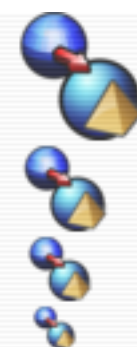
phong_shading_fav



phong_shading_help



phong_shading_info



phong_shading_level



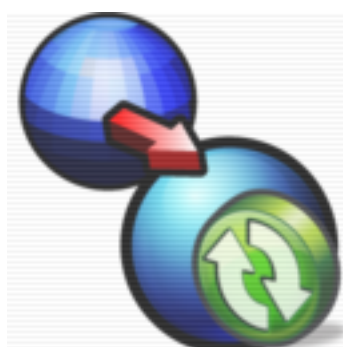
phong_shading_lock



phong_shading_next



phong_shading_ok



phong_shading_refresh



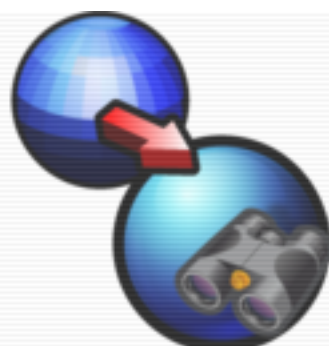
phong_shading_reload



phong_shading_remove



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.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.reload

pivot.point.remove



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.down



plane.fav



plane.help



plane.info



plane.level



plane.lock



plane.next



plane.ok



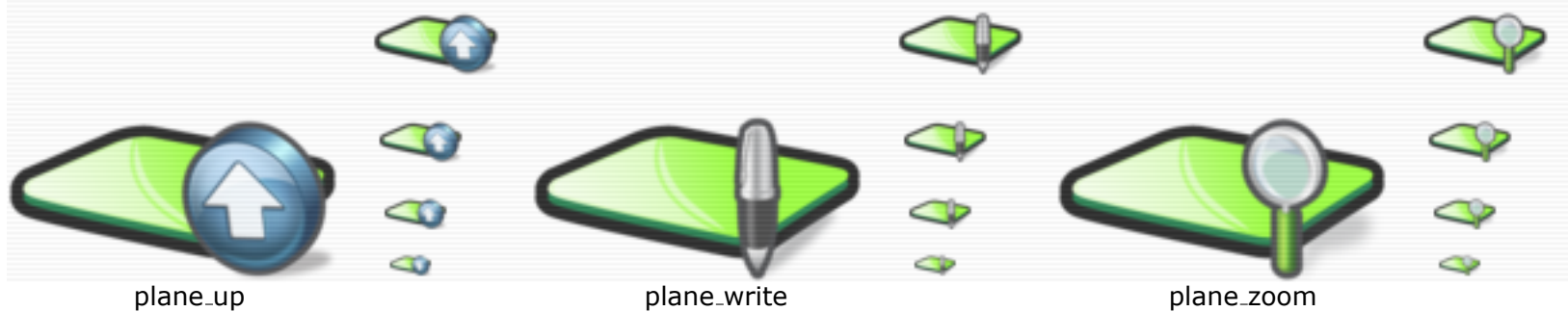
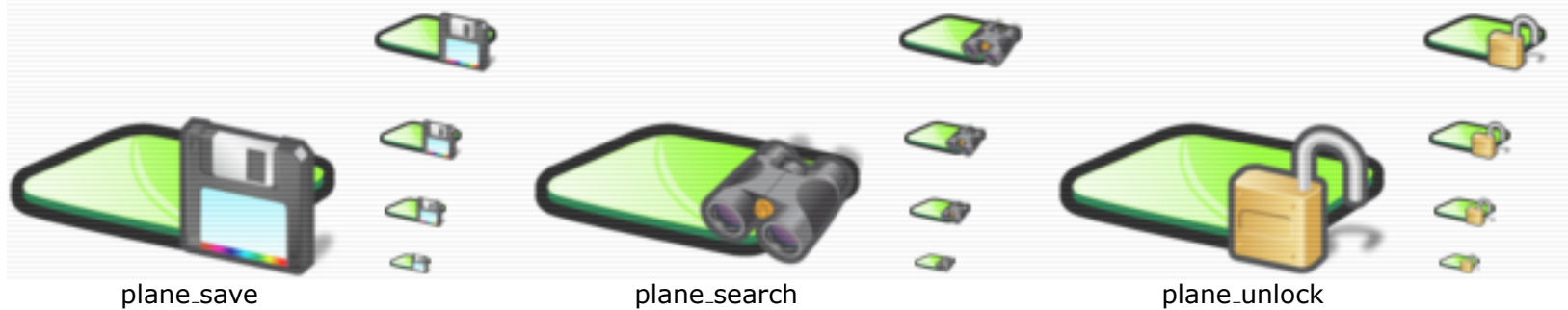
plane.refresh



plane.reload



plane.remove





plg_help



plg_info



plg_level



plg_lock



plg_next



plg_ok



plg_refresh



plg_reload



plg_remove



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_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_reload



plug_in_remove



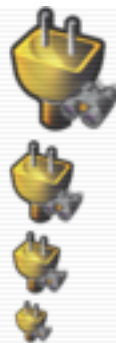
plug_in_save



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_down



polygon_fav



polygon_help



polygon_info



polygon_level



polygon_lock



polygon_next



polygon_ok



polygon_refresh



polygon_reload



polygon_remove



polygon_save



polygon_search



polygon_unlock





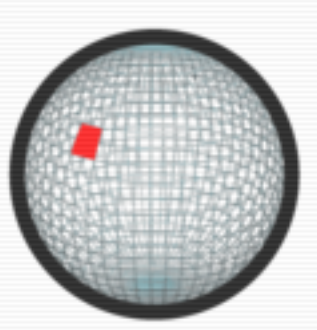
polygon_up



polygon_write



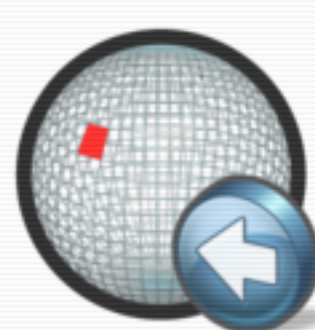
polygon_zoom



polymesh



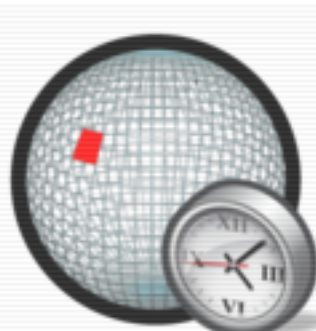
polymesh_add



polymesh_back



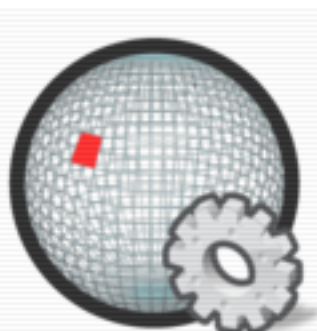
polymesh_cancel



polymesh_clock



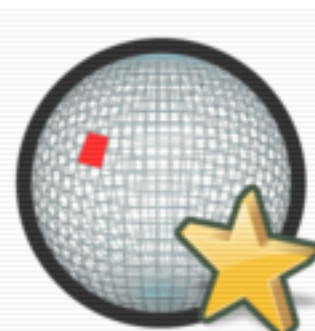
polymesh_close



polymesh_config



polymesh_down



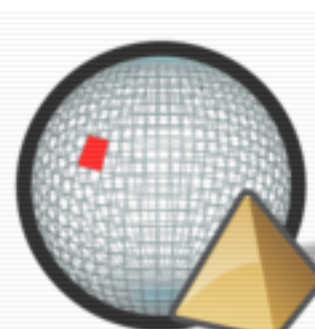
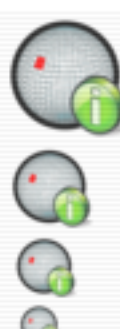
polymesh_fav



polymesh_help



polymesh_info



polymesh_level





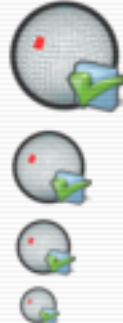
polymesh_lock



polymesh_next



polymesh_ok



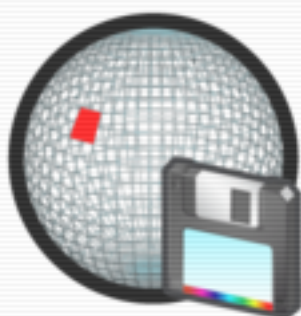
polymesh_refresh



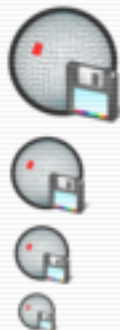
polymesh_reload



polymesh_remove



polymesh_save



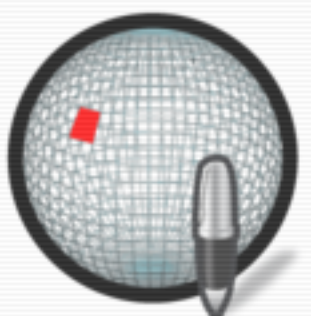
polymesh_search



polymesh_unlock



polymesh_up



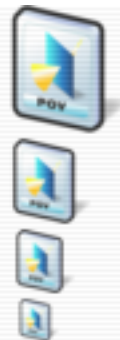
polymesh_write



polymesh_zoom



pov



pov_add



pov_back





pov_cancel



pov_clock



pov_close



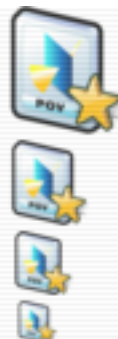
pov_config



pov_down



pov_fav



pov_help



pov_info



pov_level



pov_lock



pov_next



pov_ok



pov_refresh



pov_reload

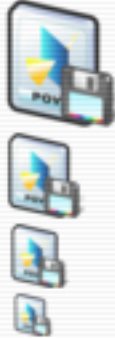


pov_remove

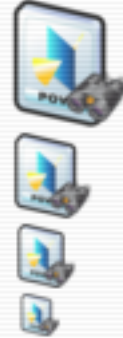




pov_save



pov_search



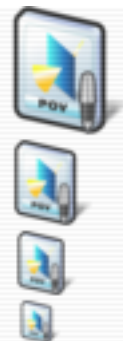
pov_unlock



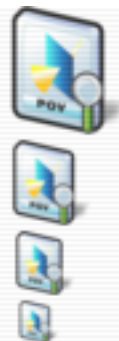
pov_up



pov_write



pov_zoom



primitives



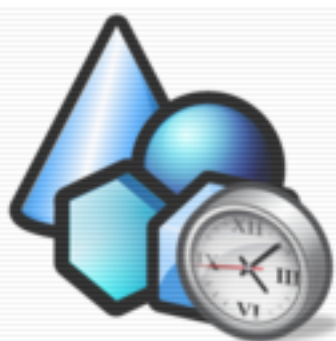
primitives.add



primitives.back



primitives_cancel



primitives_clock



primitives_close



primitives_config



primitives_down



primitives_fav





primitives_help



primitives_info



primitives_level



primitives_lock



primitives_next



primitives_ok



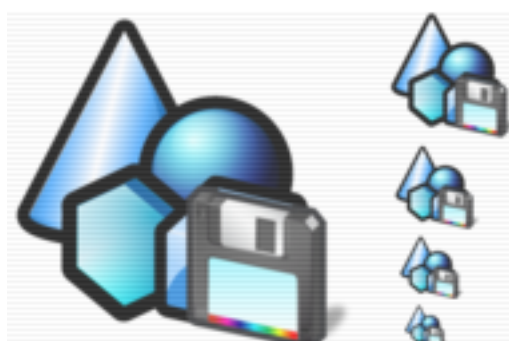
primitives_refresh



primitives_reload



primitives_remove



primitives_save



primitives_search



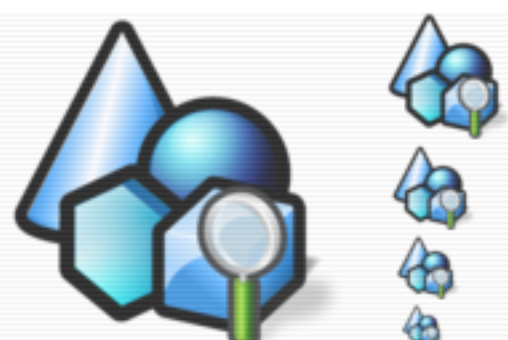
primitives_unlock



primitives_up



primitives_write



primitives_zoom



procedural_texture



procedural_texture_add



procedural_texture_back



procedural_texture_cancel



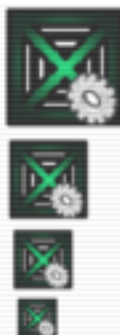
procedural_texture_clock



procedural_texture_close



procedural_texture_config



procedural_texture_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_reload



procedural_texture_remove



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_clock



qd3d_close





qd3d_config



qd3d_down



qd3d_fav



qd3d_help



qd3d_info



qd3d_level



qd3d_lock



qd3d_next



qd3d_ok



qd3d_refresh



qd3d_reload



qd3d_remove



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.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_reload



quick_render_remove



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



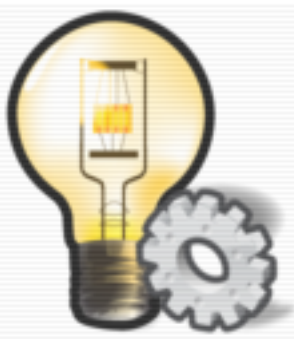
radial_light_cancel



radial_light_clock



radial_light_close



radial_light_config



radial_light_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_reload

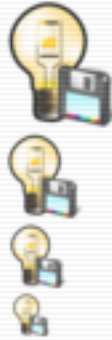


radial_light_remove





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_down



radiosity_fav





radiosity_help



radiosity_info



radiosity_level



radiosity_lock



radiosity_next



radiosity_ok



radiosity_refresh



radiosity_reload



radiosity_remove



radiosity_save



radiosity_search



radiosity_unlock



radiosity_up

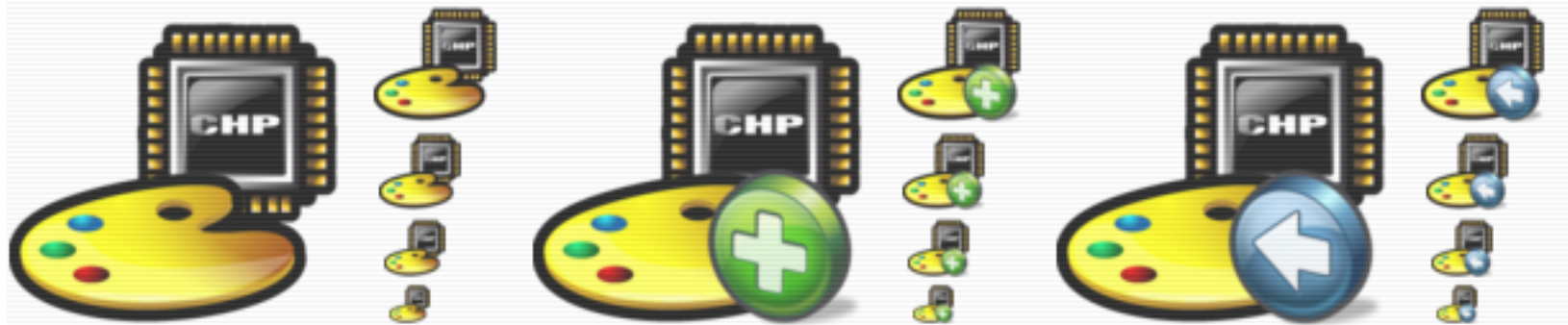


radiosity_write



radiosity_zoom

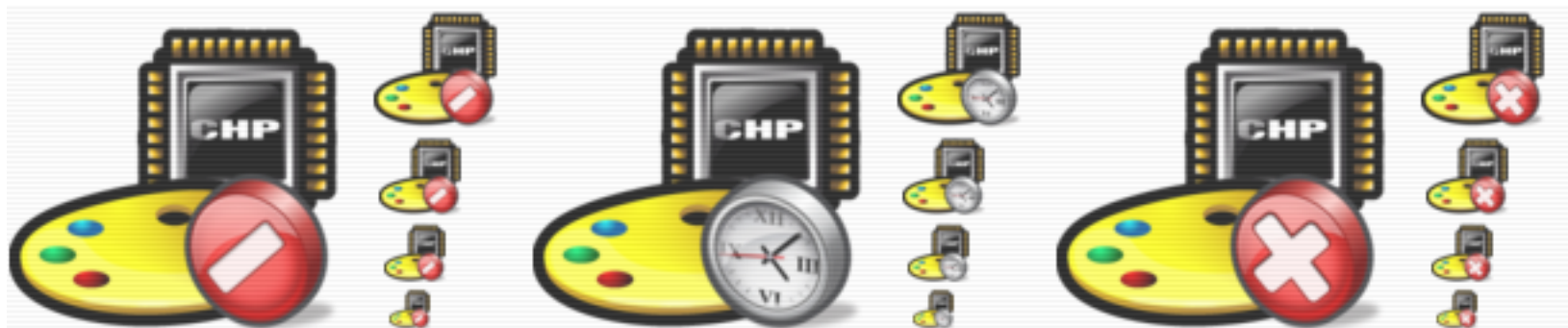




randac

randac.add

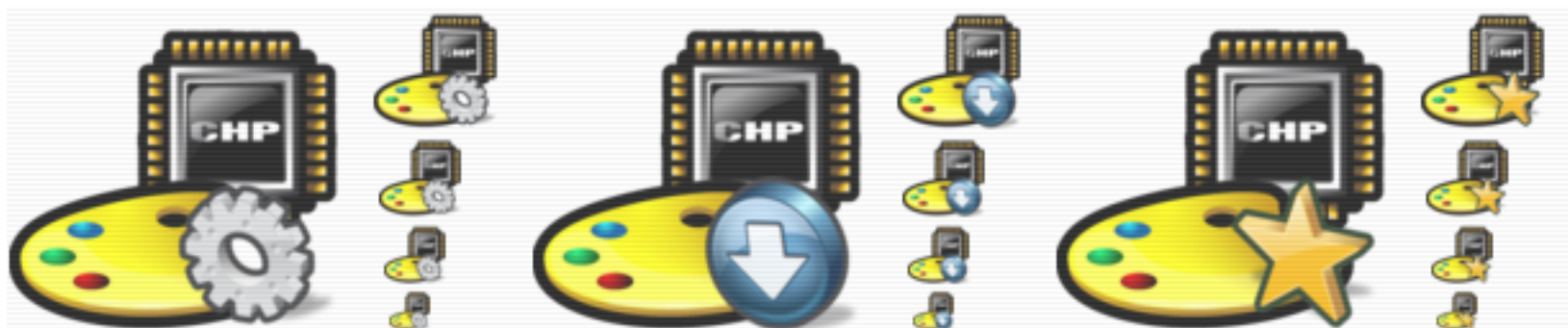
randac.back



randac.cancel

randac.clock

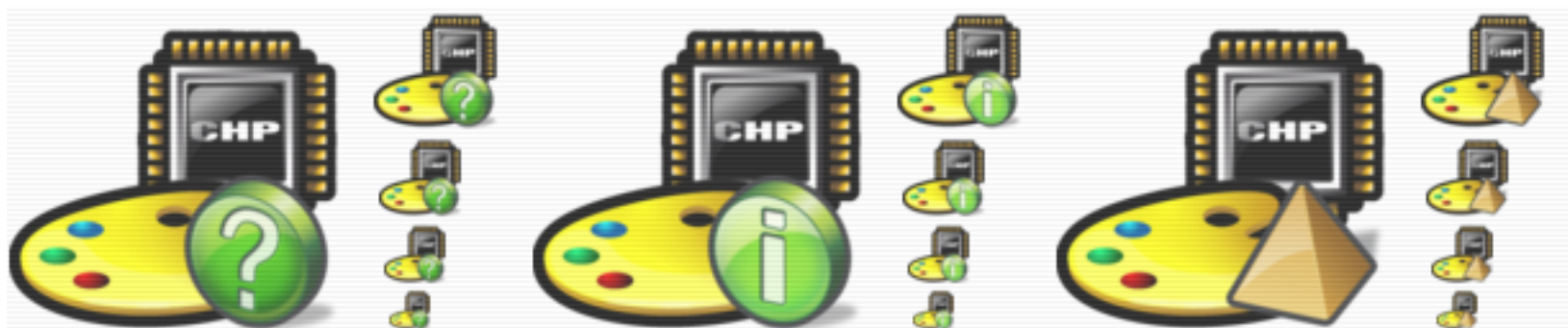
randac.close



randac.config

randac.down

randac.fav



randac.help

randac.info

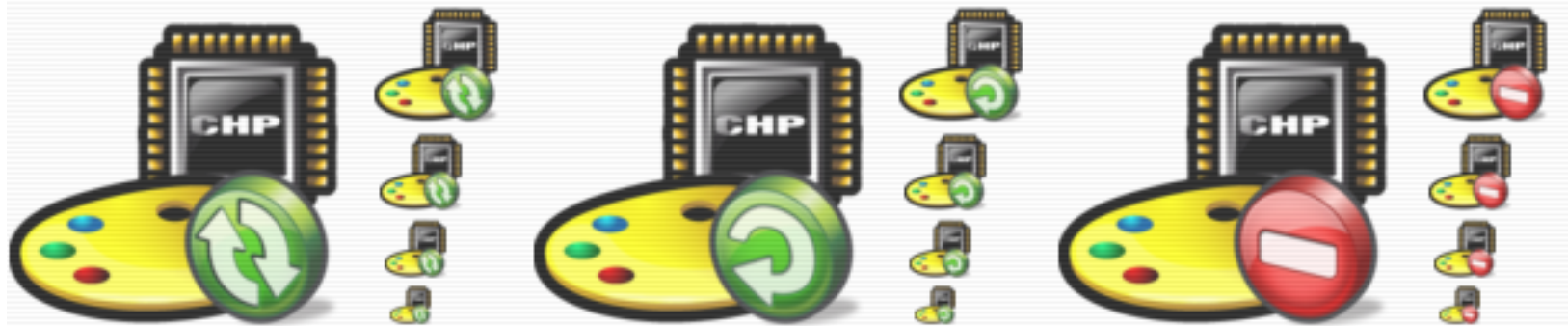
randac.level



randac.lock

randac.next

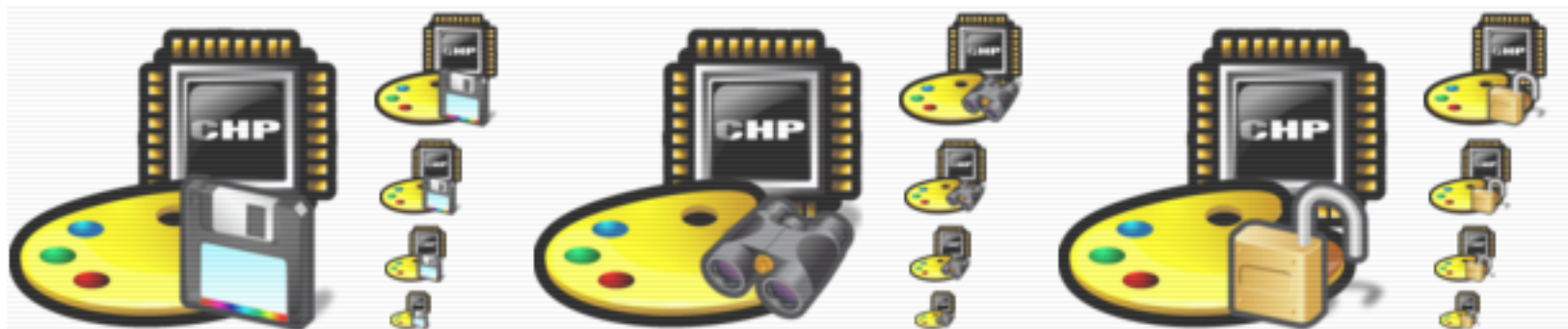
randac.ok



randac.refresh

randac.reload

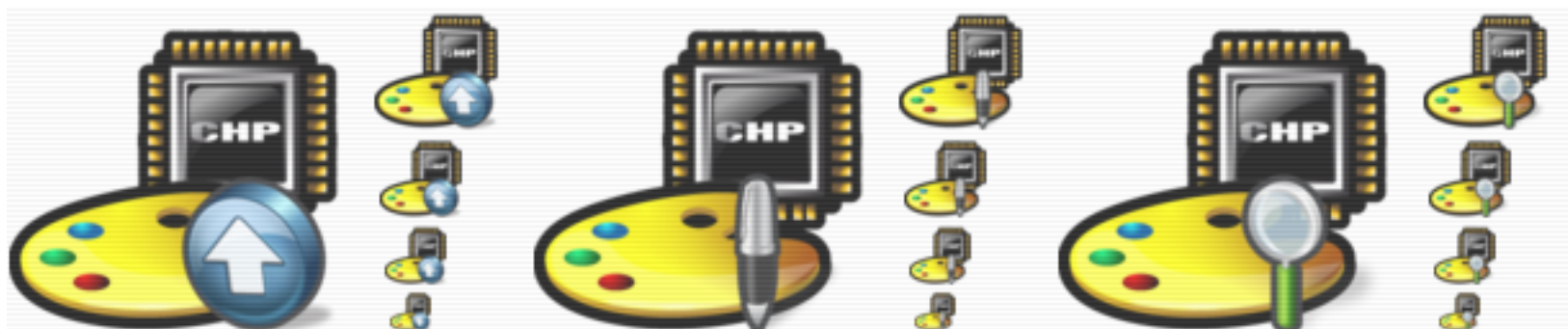
randac.remove



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_down



rasterization_fav



rasterization_help



rasterization_info



rasterization_level



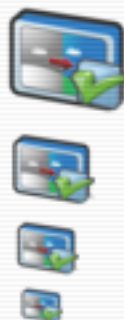
rasterization_lock



rasterization_next



rasterization_ok



rasterization_refresh



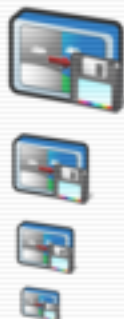
rasterization_reload



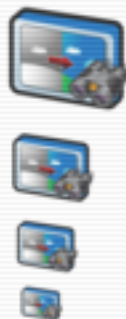
rasterization_remove



rasterization_save



rasterization_search



rasterization_unlock





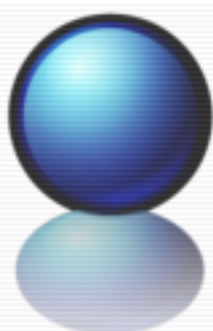
rasterization_up



rasterization_write



rasterization_zoom



reflectivity



reflectivity_add



reflectivity_back



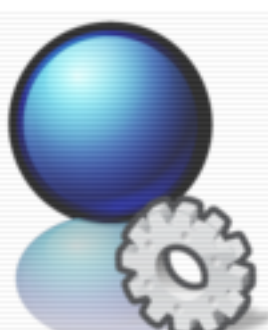
reflectivity_cancel



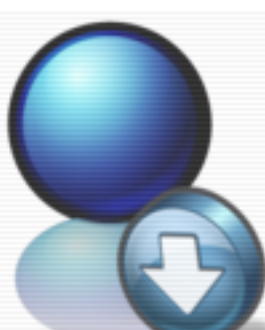
reflectivity_clock



reflectivity_close



reflectivity_config



reflectivity_down



reflectivity_fav



reflectivity_help



reflectivity_info



reflectivity_level





reflectivity_lock



reflectivity_next



reflectivity_ok



reflectivity_refresh



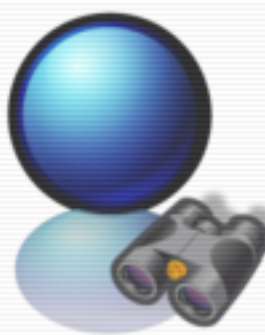
reflectivity_reload



reflectivity_remove



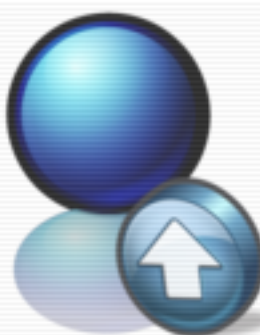
reflectivity_save



reflectivity_search



reflectivity_unlock



reflectivity_up



reflectivity_write



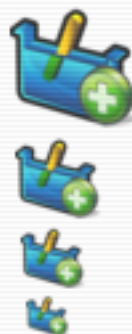
reflectivity_zoom



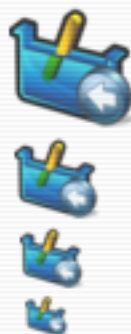
refraction



refraction_add



refraction_back





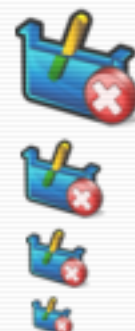
refraction_cancel



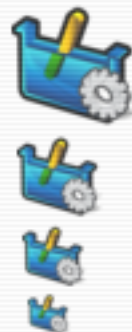
refraction_clock



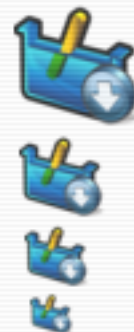
refraction_close



refraction_config



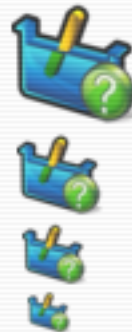
refraction_down



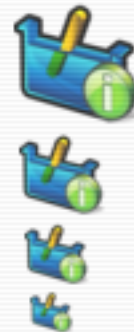
refraction_fav



refraction_help



refraction_info



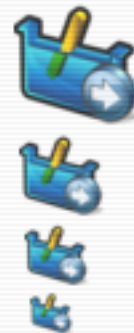
refraction_level



refraction_lock



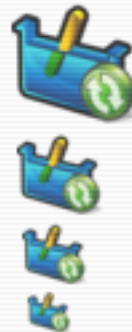
refraction_next



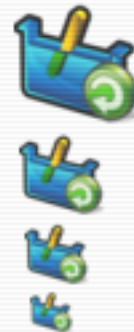
refraction_ok



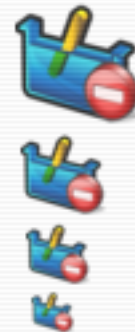
refraction_refresh



refraction_reload



refraction_remove





refraction_save



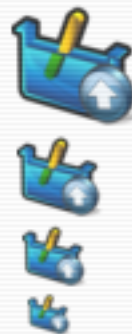
refraction_search



refraction_unlock



refraction_up



refraction_write



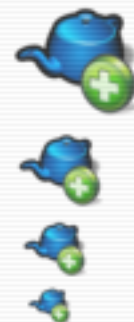
refraction_zoom



render



render_add



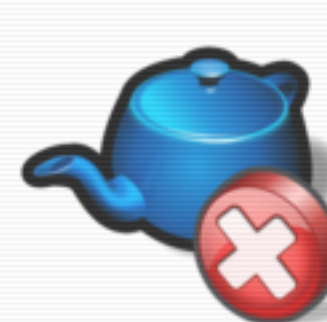
render_back



render_cancel



render_clock



render_close



render_config



render_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.down



render_image.fav



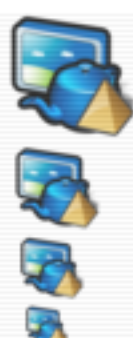
render_image.help



render_image.info



render_image.level



render_image.lock



render_image.next





render_image_ok



render_image_refresh



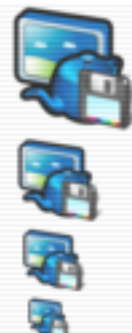
render_image_reload



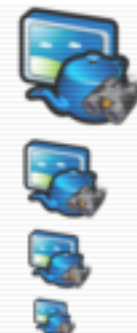
render_image_remove



render_image_save



render_image_search



render_image_unlock



render_image_up



render_image_write



render_image_zoom



render_info



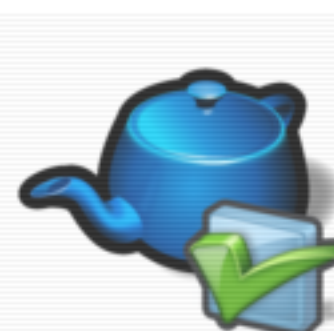
render_level



render_lock

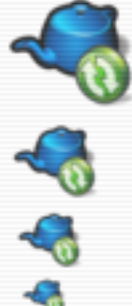


render_next



render_ok

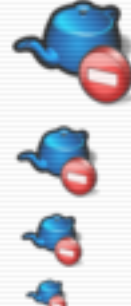




render_refresh



render_reload



render_remove



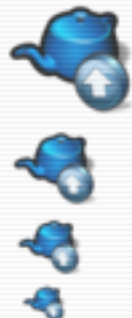
render_save



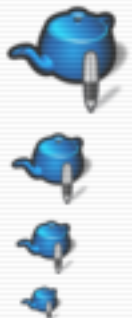
render_search



render_unlock



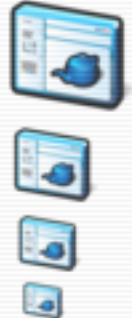
render_up



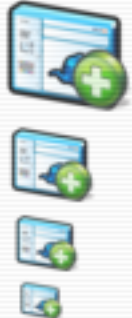
render_write



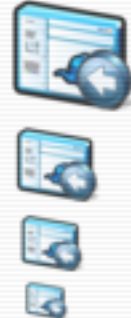
render_zoom



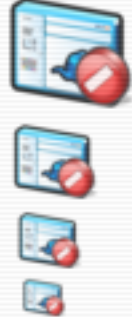
renderer



renderer_add



renderer_back



renderer_cancel



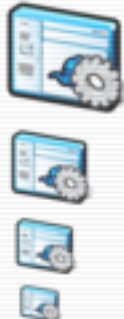
renderer_clock



renderer_close



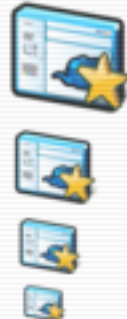
renderer_config



renderer_down



renderer_fav



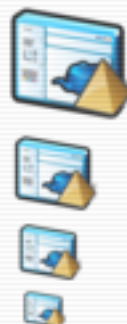
renderer_help



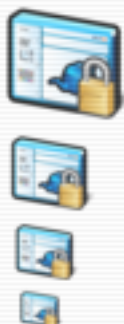
renderer_info



renderer_level



renderer_lock



renderer_next



renderer_ok



renderer_refresh



renderer_reload



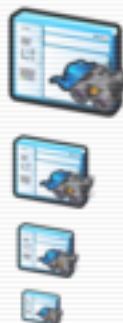
renderer_remove



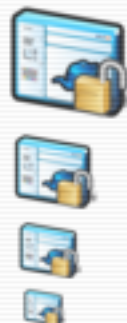
renderer_save



renderer_search



renderer_unlock

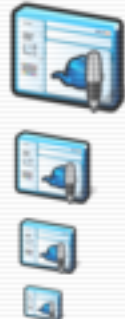




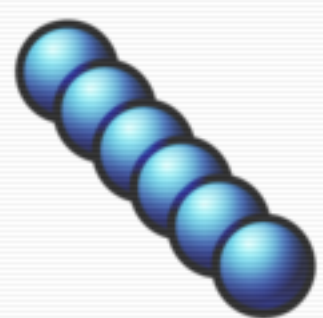
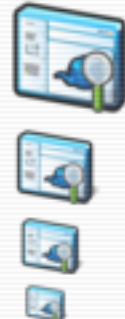
renderer_up



renderer_write



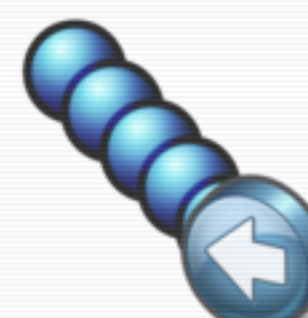
renderer_zoom



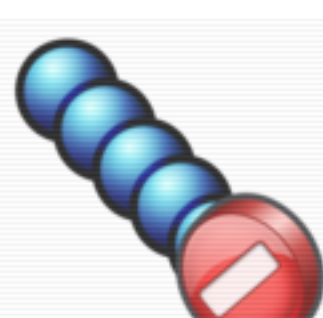
replicate_multiple



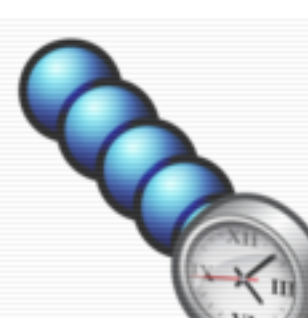
replicate_multiple_add



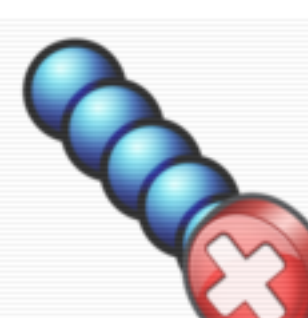
replicate_multiple_back



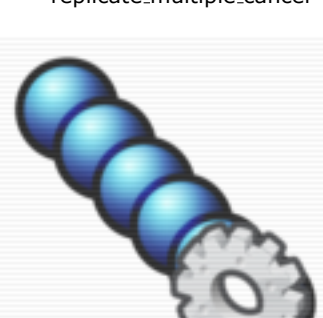
replicate_multiple_cancel



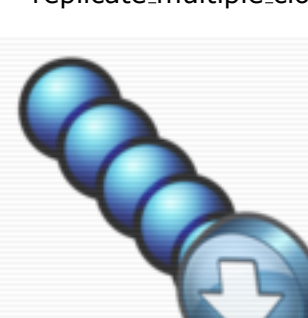
replicate_multiple_clock



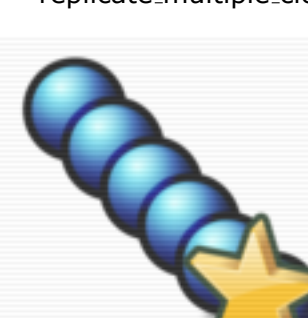
replicate_multiple_close



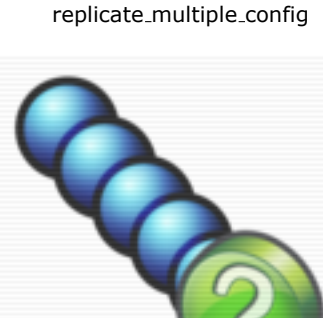
replicate_multiple_config



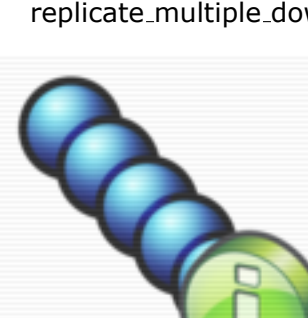
replicate_multiple_down



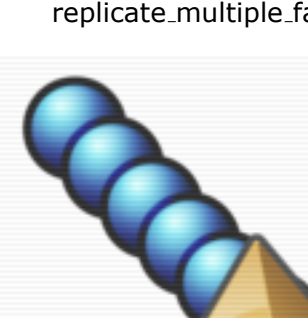
replicate_multiple_fav



replicate_multiple_help

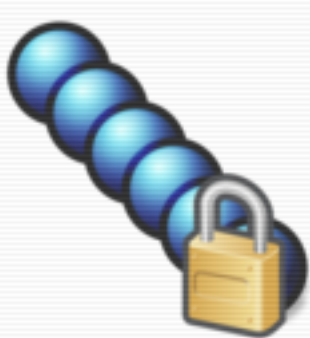


replicate_multiple_info

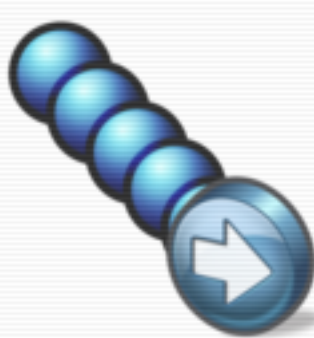


replicate_multiple_level

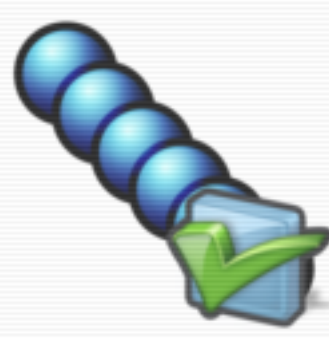




replicate_multiple_lock



replicate_multiple_next



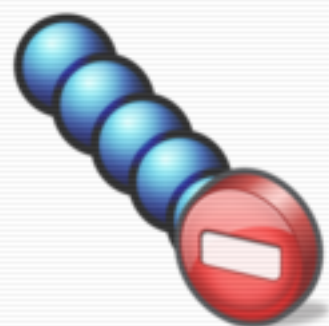
replicate_multiple_ok



replicate_multiple_refresh



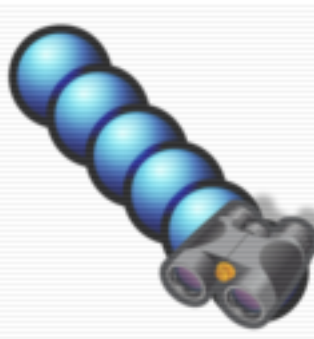
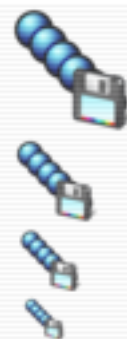
replicate_multiple_reload



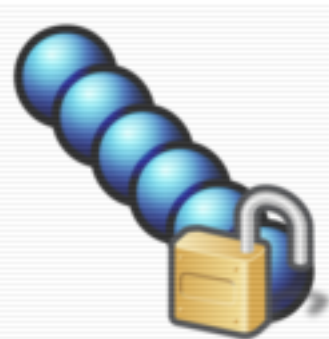
replicate_multiple_remove



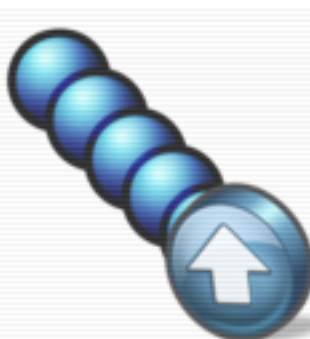
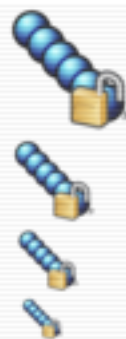
replicate_multiple_save



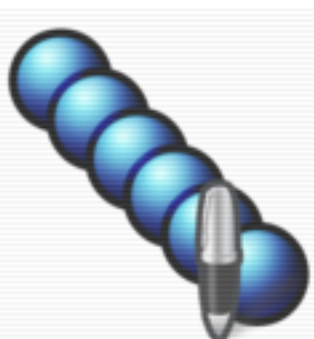
replicate_multiple_search



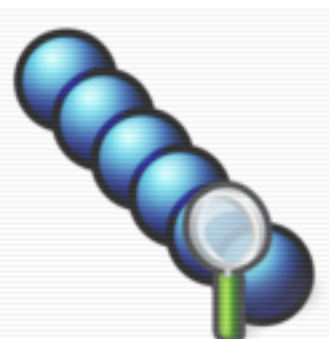
replicate_multiple_unlock



replicate_multiple_up



replicate_multiple_write



replicate_multiple_zoom



ring



ring_add



ring_back





ring_cancel



ring_clock



ring_close



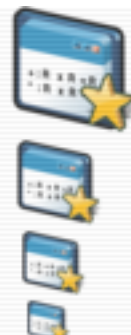
ring_config



ring_down



ring_fav



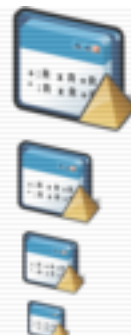
ring_help



ring_info



ring_level



ring_lock



ring_next



ring_ok



ring_refresh



ring_reload



ring_remove





ring_save



ring_search



ring_unlock



ring_up



ring_write



ring_zoom



rotate



rotate_add



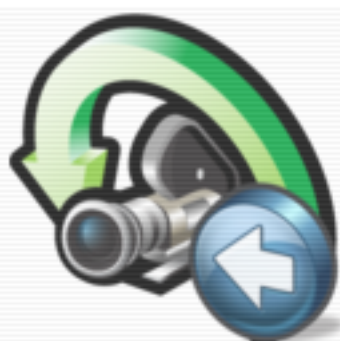
rotate_back



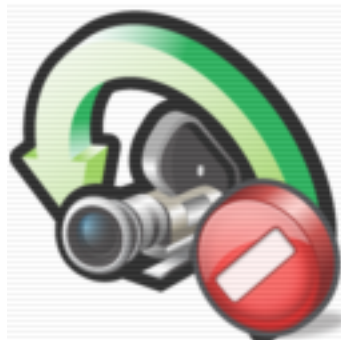
rotate_camera



rotate_camera_add



rotate_camera_back



rotate_camera_cancel



rotate_camera_clock



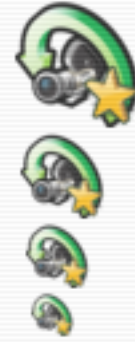
rotate_camera_close



rotate_camera_config



rotate_camera_down



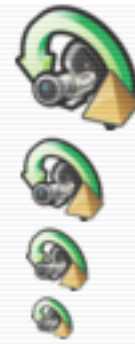
rotate_camera_fav



rotate_camera_help



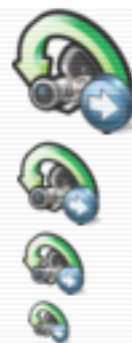
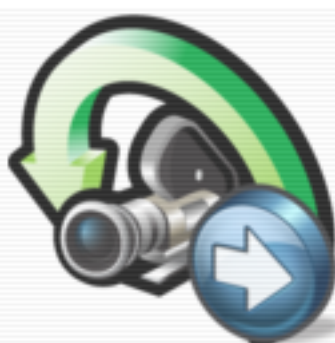
rotate_camera_info



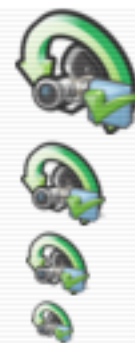
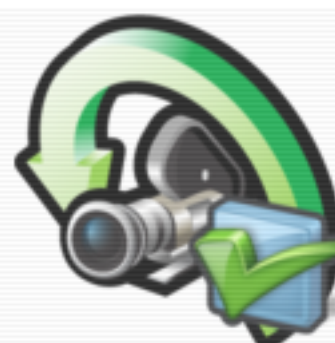
rotate_camera_level



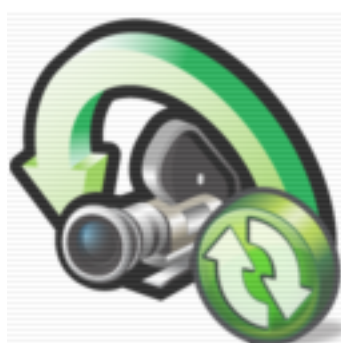
rotate_camera_lock



rotate_camera_next



rotate_camera_ok



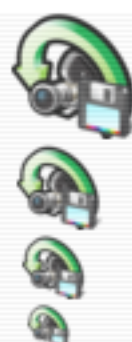
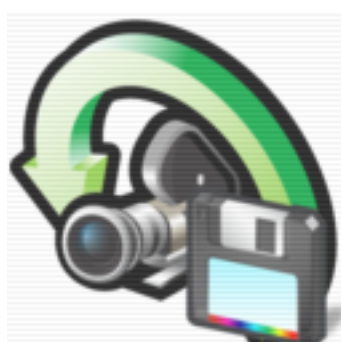
rotate_camera_refresh



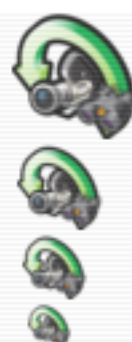
rotate_camera_reload



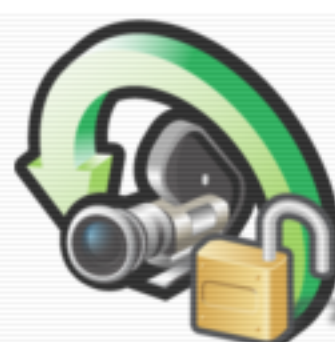
rotate_camera_remove



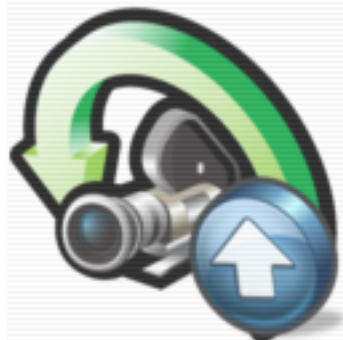
rotate_camera_save



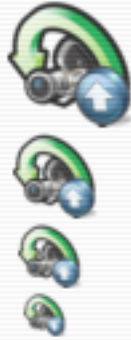
rotate_camera_search



rotate_camera_unlock



rotate_camera_up



rotate_camera_write



rotate_camera_zoom



rotate_cancel



rotate_clock



rotate_close



rotate_config



rotate_down



rotate_fav



rotate_help



rotate_info



rotate_level



rotate_lock



rotate_next



rotate_ok





rotate_refresh



rotate_reload



rotate_remove



rotate_save



rotate_search



rotate_unlock



rotate_up



rotate_write



rotate_x



rotate_x_add



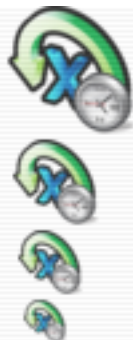
rotate_x_back



rotate_x_cancel



rotate_x_clock



rotate_x_close



rotate_x_config





rotate_x_down



rotate_x_fav



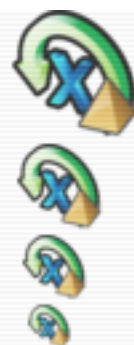
rotate_x_help



rotate_x_info



rotate_x_level



rotate_x_lock



rotate_x_next



rotate_x_ok



rotate_x_refresh



rotate_x_reload



rotate_x_remove



rotate_x_save



rotate_x_search



rotate_x_unlock



rotate_x_up





rotate_x_write



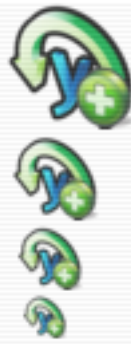
rotate_x_zoom



rotate_y



rotate_y_add



rotate_y_back



rotate_y_cancel



rotate_y_clock



rotate_y_close



rotate_y_config



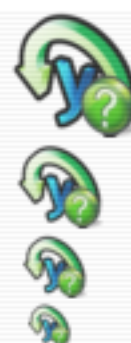
rotate_y_down



rotate_y_fav



rotate_y_help



rotate_y_info



rotate_y_level



rotate_y_lock





rotate.y_next



rotate.y_ok



rotate.y_refresh



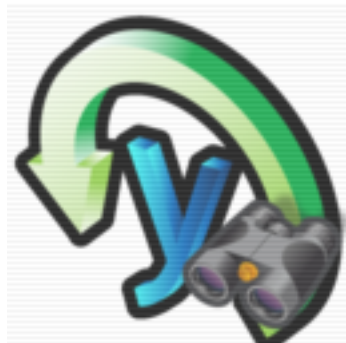
rotate.y_reload



rotate.y_remove



rotate.y_save



rotate.y_search



rotate.y_unlock



rotate.y_up



rotate.y_write



rotate.y_zoom



rotate.z



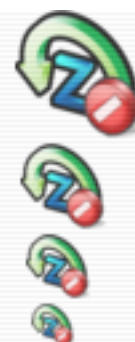
rotate.z.add



rotate.z.back



rotate.z.cancel





rotate_z_clock



rotate_z_close



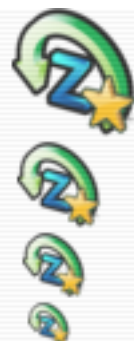
rotate_z_config



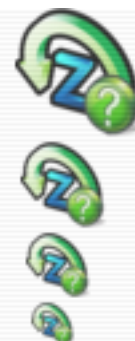
rotate_z_down



rotate_z_fav



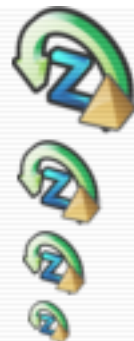
rotate_z_help



rotate_z_info



rotate_z_level



rotate_z_lock



rotate_z_next



rotate_z_ok



rotate_z_refresh



rotate_z_reload



rotate_z_remove

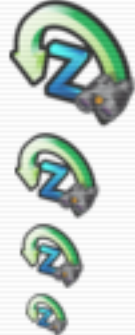


rotate_z_save

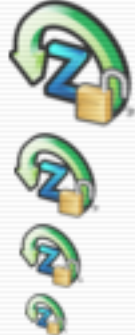




rotate_z_search



rotate_z_unlock



rotate_z_up



rotate_z_write



rotate_z_zoom



rotate_zoom



scale



scale_add



scale_back



scale_cancel



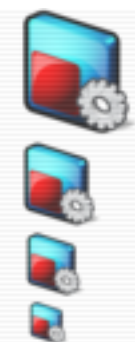
scale_clock



scale_close



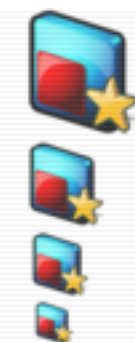
scale_config



scale_down



scale_fav





scale_help



scale_info



scale_level



scale_lock



scale_next



scale_ok



scale_refresh



scale_reload



scale_remove



scale_save



scale_search



scale_unlock



scale_up



scale_write



scale_x





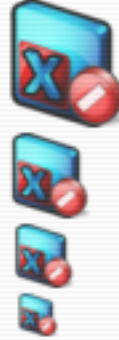
scale_x_add



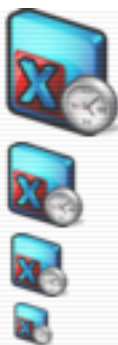
scale_x_back



scale_x_cancel



scale_x_clock



scale_x_close



scale_x_config



scale_x_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

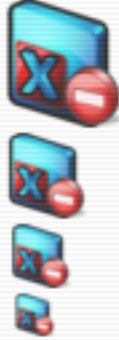




scale_x_reload



scale_x_remove



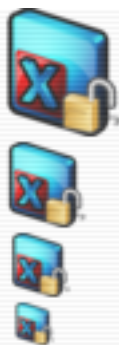
scale_x_save



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_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_reload



scale.y_remove



scale.y_save



scale.y_search



scale.y_unlock



scale.y_up





scale.y.write



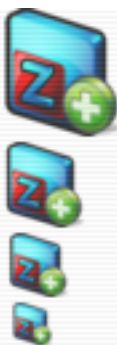
scale.y.zoom



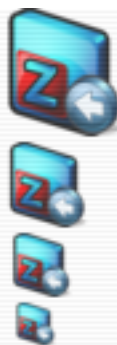
scale.z



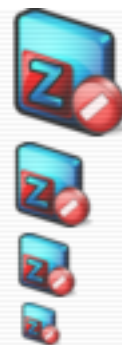
scale.z.add



scale.z.back



scale.z.cancel



scale.z.clock



scale.z.close



scale.z.config



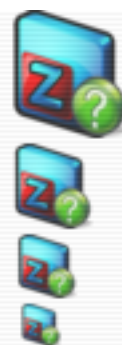
scale.z.down



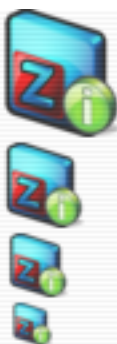
scale.z.fav



scale.z.help



scale.z.info



scale.z.level



scale.z.lock





scale.z.next



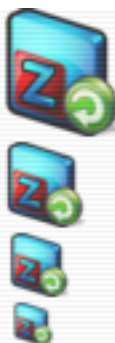
scale.z.ok



scale.z.refresh



scale.z.reload



scale.z.remove



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.down



scene.fav



scene.help



scene.info



scene.level



scene.lock



scene.next



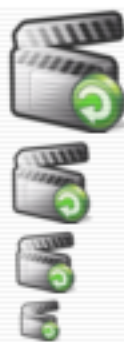
scene.ok



scene.refresh



scene.reload



scene.remove





scene_save



scene_search



scene_unlock



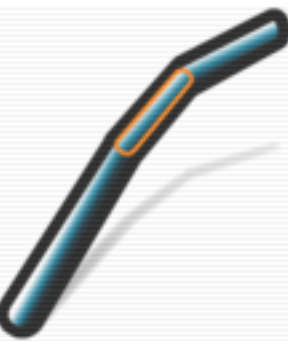
scene_up



scene_write



scene_zoom



select_line



select_line_add



select_line_back



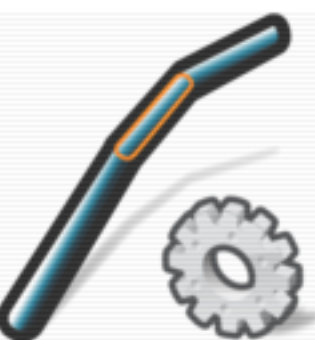
select_line_cancel



select_line_clock



select_line_close



select_line_config



select_line_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_reload



select.line_remove



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.down



select.object.fav



select.object.help



select.object.info



select.object.level



select.object.lock



select.object.next



select.object.ok





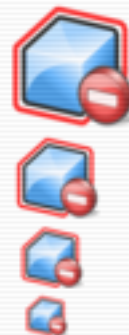
select_object.refresh



select_object.reload



select_object.remove



select_object.save



select_object.search



select_object.unlock



select_object.up



select_object.write



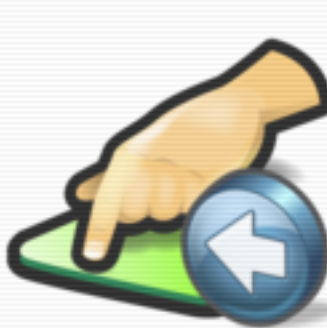
select_object.zoom



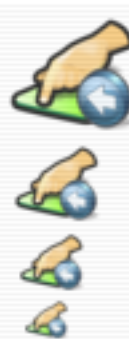
select_plane



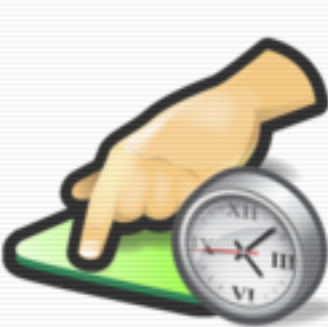
select_plane.add



select_plane.back



select_plane.cancel



select_plane.clock



select_plane.close

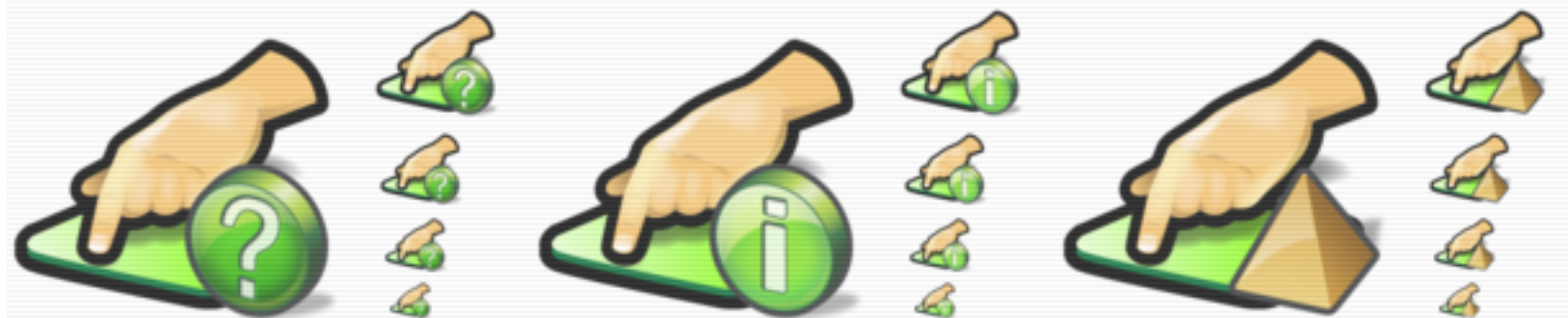




select_plane.config

select_plane.down

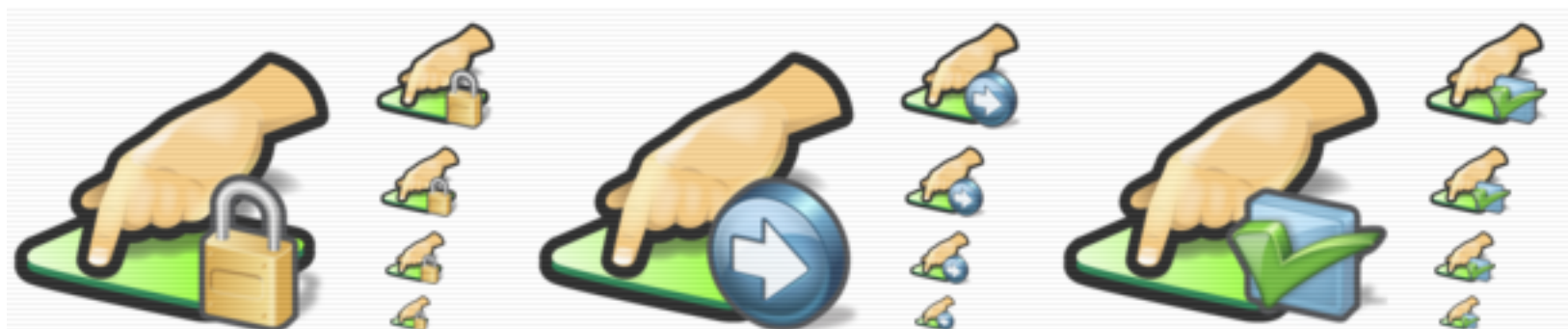
select_plane.fav



select_plane.help

select_plane.info

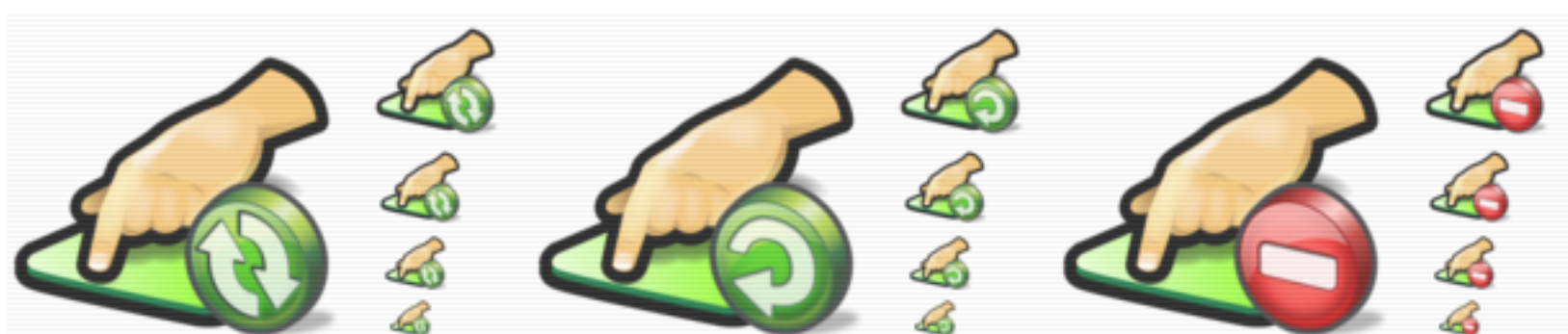
select_plane.level



select_plane.lock

select_plane.next

select_plane.ok



select_plane.refresh

select_plane.reload

select_plane.remove



select_plane.save

select_plane.search

select_plane.unlock



select_plane.up

select_plane.write

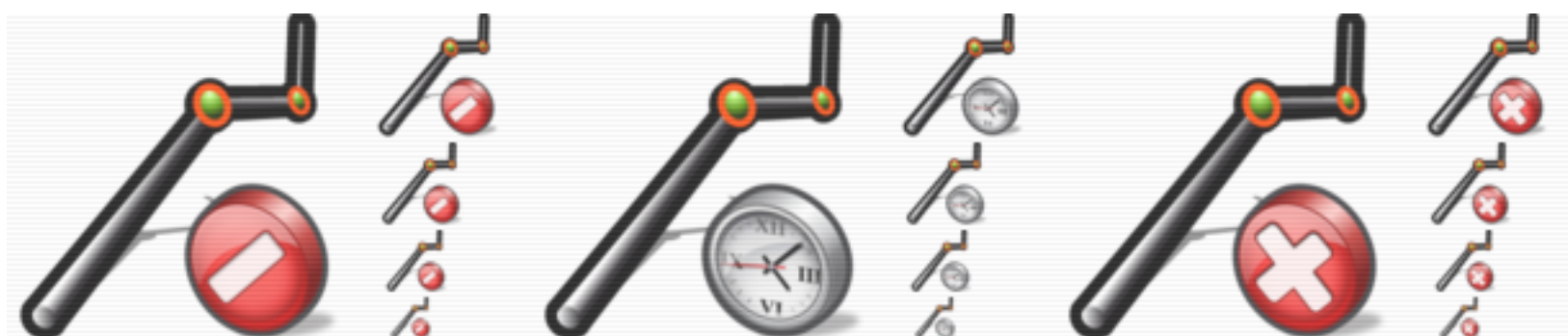
select_plane.zoom



select_point

select_point.add

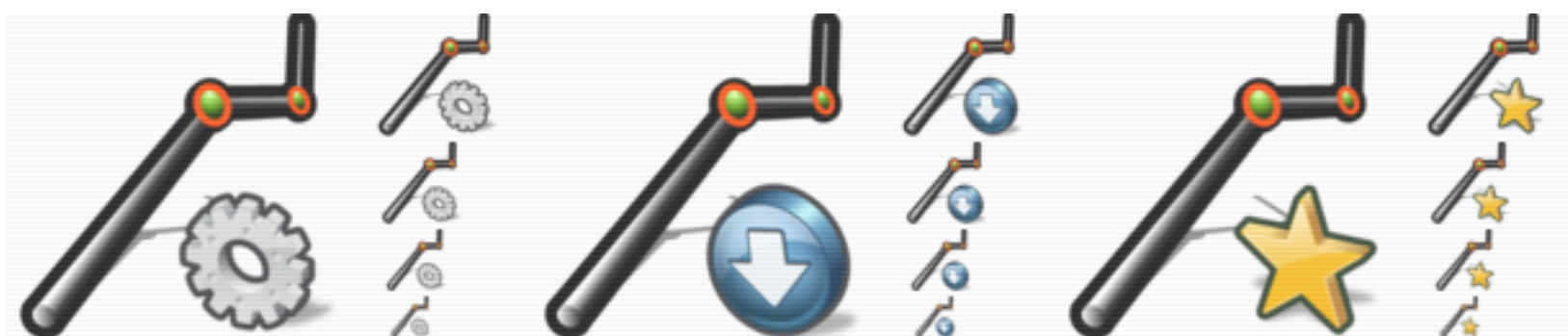
select_point.back



select_point.cancel

select_point.clock

select_point.close



select_point.config

select_point.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.reload



select_point.remove



select_point.save



select_point.search



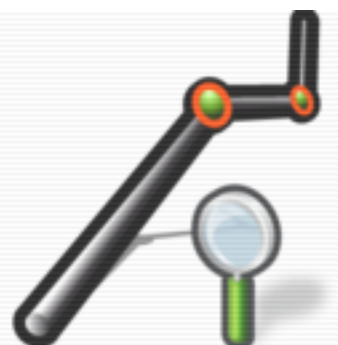
select_point.unlock



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_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_reload



select_view_remove





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_down



sequence_fav





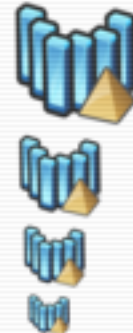
sequence_help



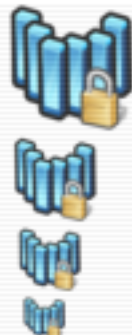
sequence_info



sequence_level



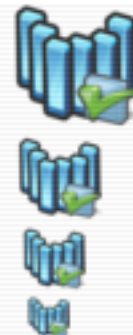
sequence_lock



sequence_next



sequence_ok



sequence_refresh



sequence_reload



sequence_remove



sequence_save



sequence_search



sequence_unlock



sequence_up



sequence_write

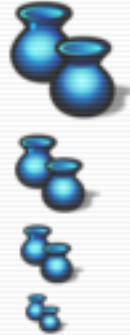


sequence_zoom





set_child



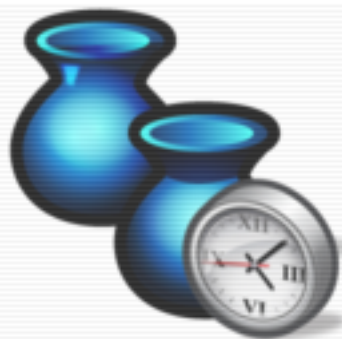
set_child_add



set_child.back



set_child.cancel



set_child.clock



set_child.close



set_child.config



set_child.down



set_child.fav



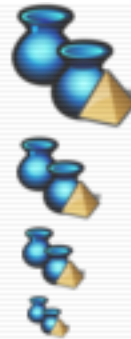
set_child.help



set_child.info



set_child.level



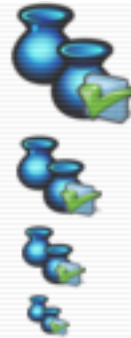
set_child.lock



set_child.next



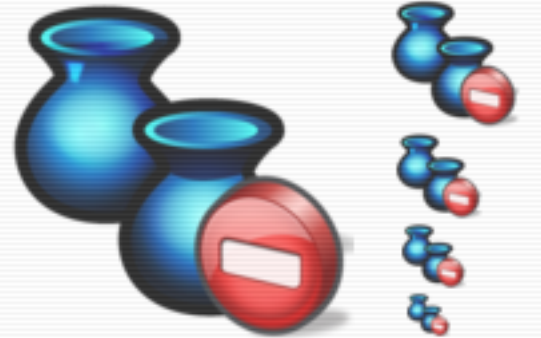
set_child.ok



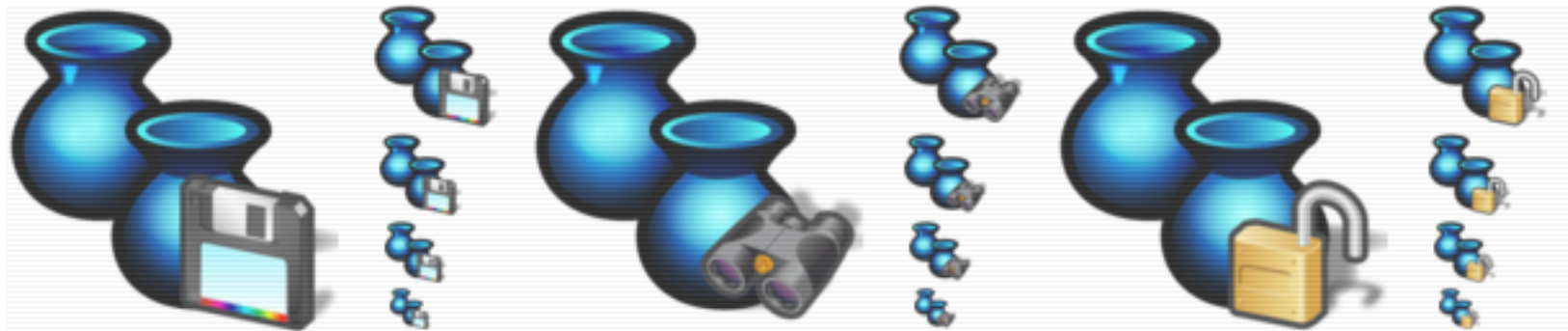


set_child_refresh

set_child_reload

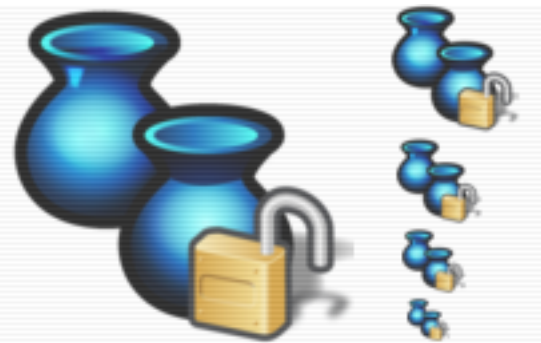


set_child_remove

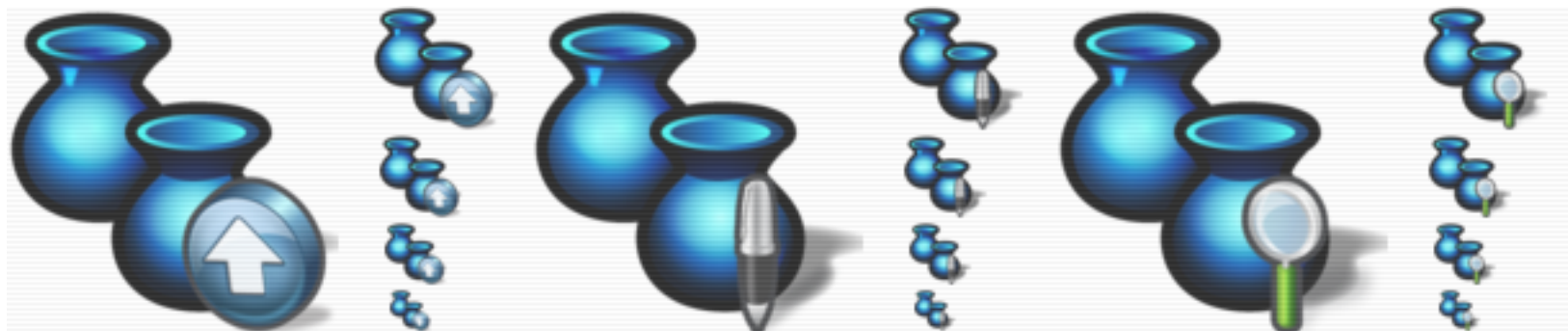


set_child_save

set_child_search

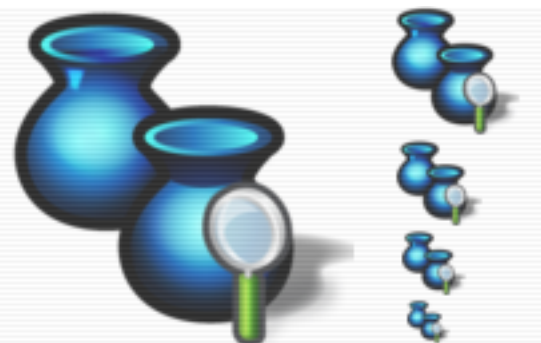


set_child_unlock



set_child_up

set_child_write

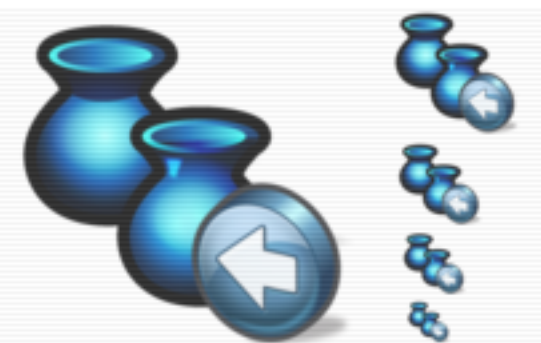


set_child_zoom

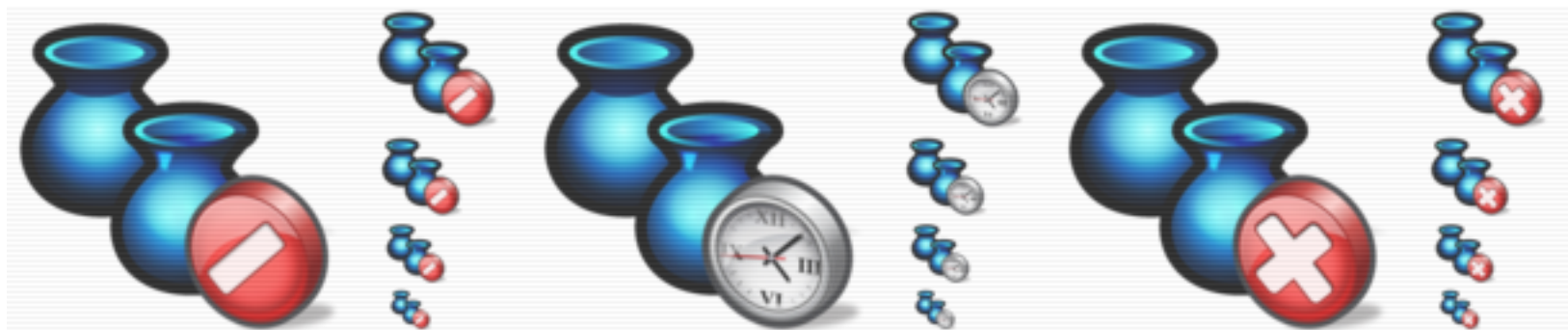


set_parent

set_parent.add

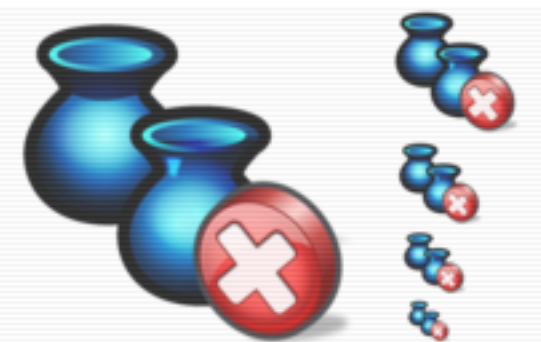


set_parent.back

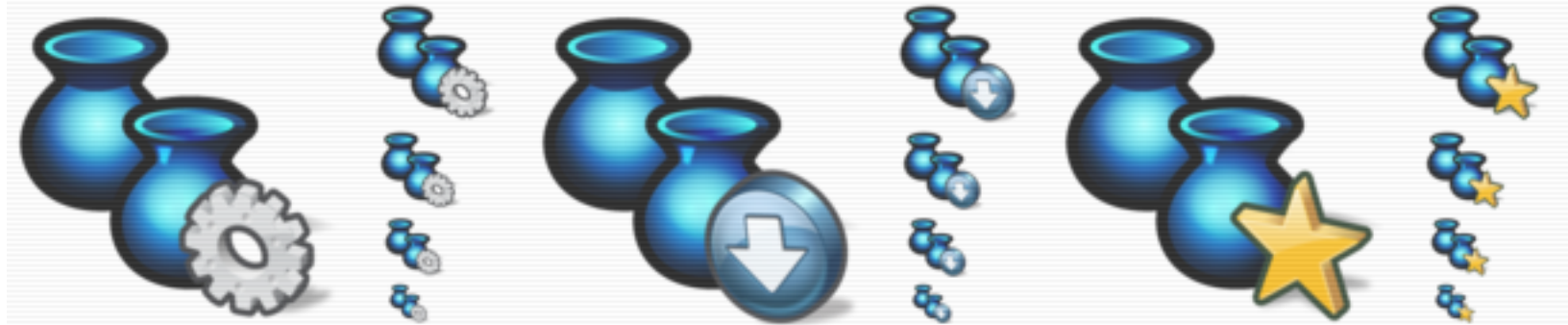


set_parent.cancel

set_parent.clock



set_parent.close



set_parent.config



set_parent.down



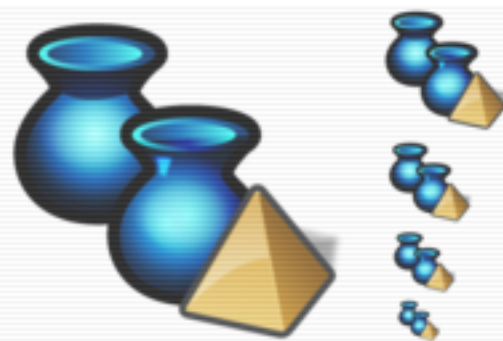
set_parent.fav



set_parent.help



set_parent.info



set_parent.level



set_parent.lock



set_parent.next



set_parent.ok



set_parent.refresh



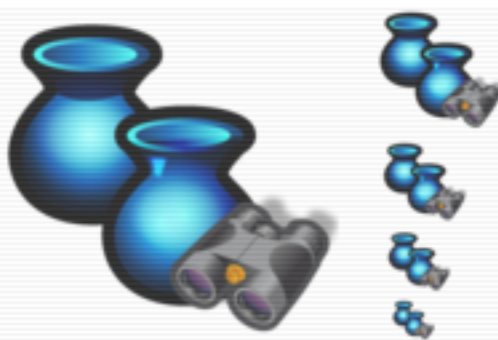
set_parent.reload



set_parent.remove



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_down



shading_fav



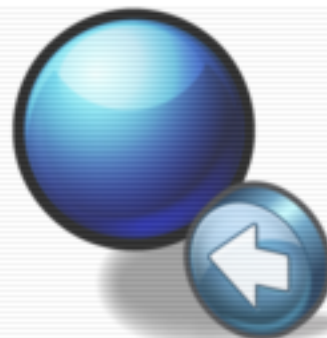
shading_flat



shading_flat_add



shading_flat_back





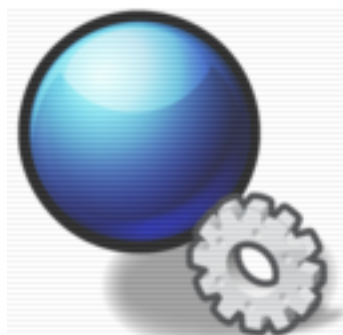
shading_flat_cancel



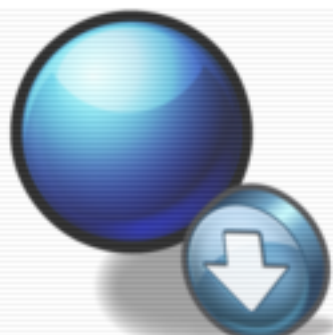
shading_flat_clock



shading_flat_close



shading_flat_config



shading_flat_down



shading_flat_fav



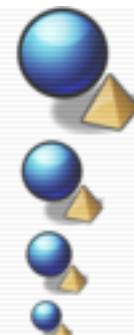
shading_flat_help



shading_flat_info



shading_flat_level



shading_flat_lock



shading_flat_next



shading_flat_ok



shading_flat_refresh

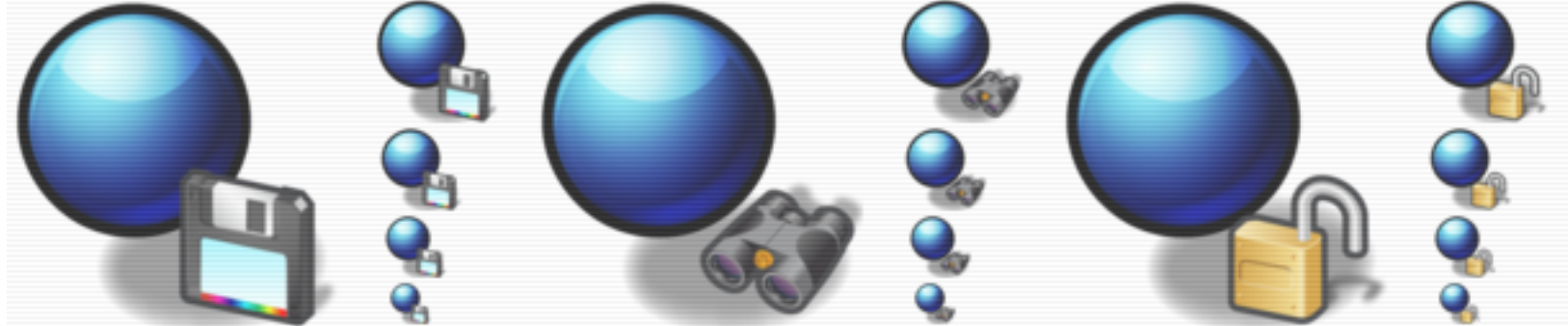


shading_flat_reload



shading_flat_remove

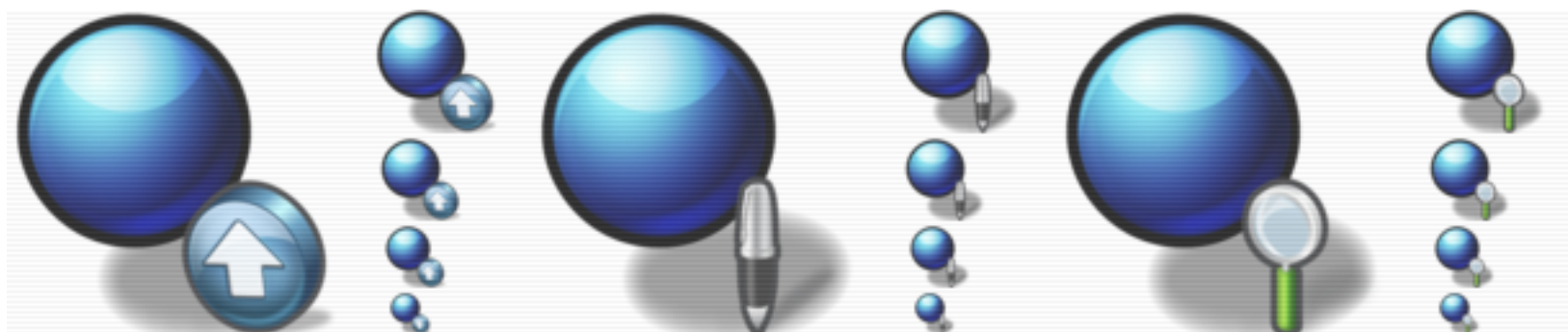




shading_flat.save

shading_flat.search

shading_flat.unlock



shading_flat.up

shading_flat.write

shading_flat.zoom



shading_gouraud

shading_gouraud.add

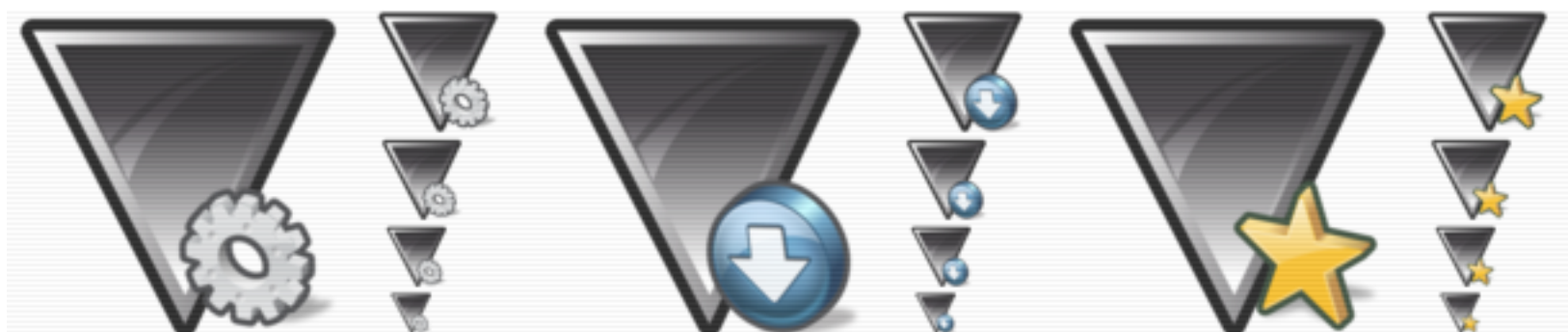
shading_gouraud.back



shading_gouraud.cancel

shading_gouraud.clock

shading_gouraud.close



shading_gouraud.config

shading_gouraud.down

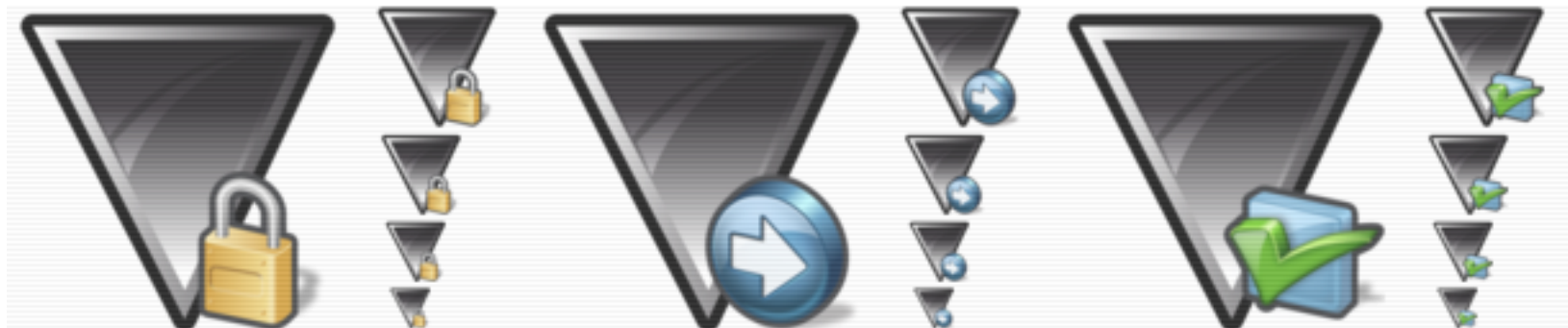
shading_gouraud.fav



shading_gouraud_help

shading_gouraud_info

shading_gouraud_level



shading_gouraud_lock

shading_gouraud_next

shading_gouraud_ok



shading_gouraud_refresh

shading_gouraud_reload

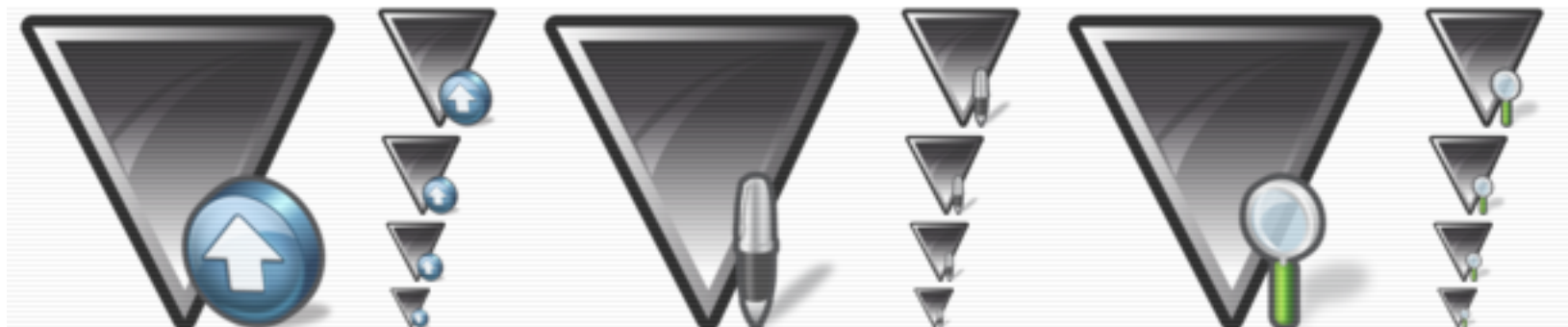
shading_gouraud_remove



shading_gouraud_save

shading_gouraud_search

shading_gouraud_unlock



shading_gouraud_up

shading_gouraud_write

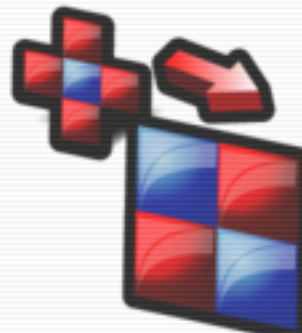
shading_gouraud_zoom



shading_help



shading_info



shading_interpolative



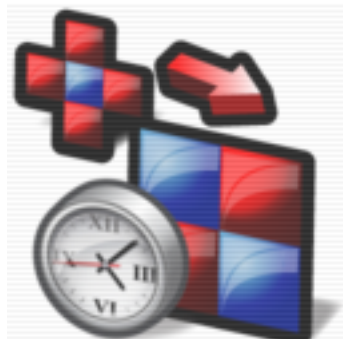
shading_interpolative_add



shading_interpolative_back



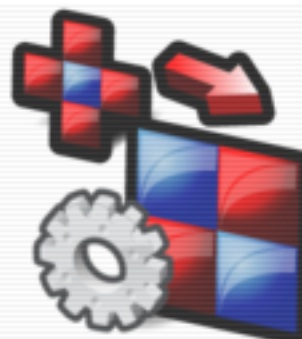
shading_interpolative_cancel



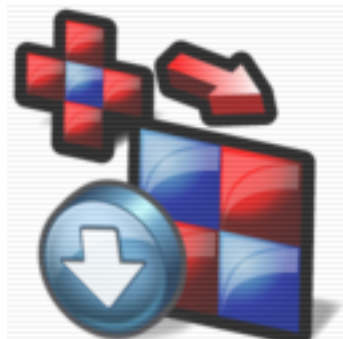
shading_interpolative_clock



shading_interpolative_close



shading_interpolative_config



shading_interpolative_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



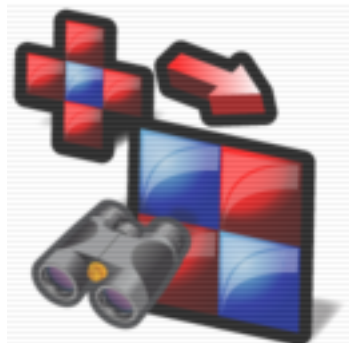
shading_interpolative_reload



shading_interpolative_remove



shading_interpolative_save



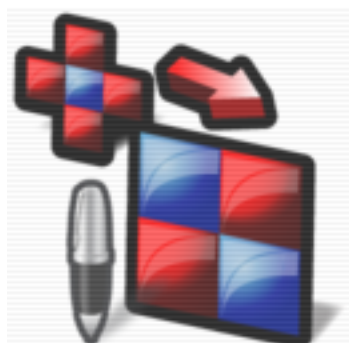
shading_interpolative_search



shading_interpolative_unlock



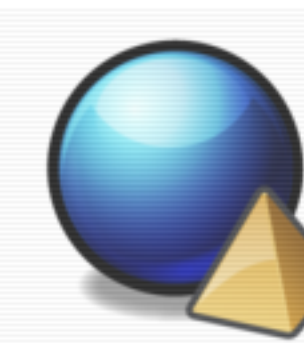
shading_interpolative_up



shading_interpolative_write



shading_interpolative_zoom



shading_level



shading_lock



shading_next



shading_ok





shading_refresh



shading_reload



shading_remove



shading_save



shading_search



shading_unlock



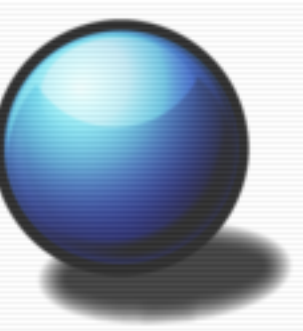
shading_up



shading_write



shading_zoom



shadows



shadows_add



shadows_back



shadows_cancel



shadows_clock



shadows_close



shadows_config



shadows_down



shadows_fav



shadows_help



shadows_info



shadows_level



shadows_lock



shadows_next



shadows_ok



shadows_refresh



shadows_reload



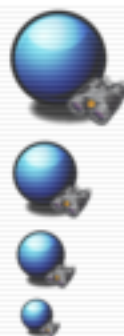
shadows_remove



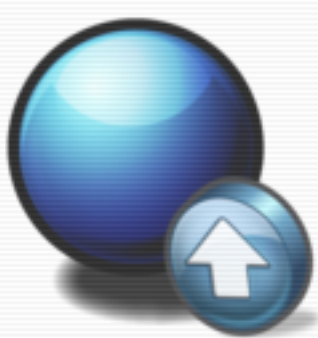
shadows_save



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_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.reload



show_texture.remove



show_texture.save



show_texture.search



show_texture.unlock



show_texture.up



show_texture.write



show_texture.zoom



show_wireframe

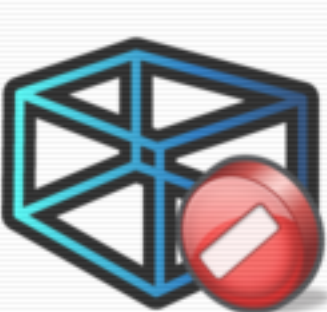


show_wireframe.add

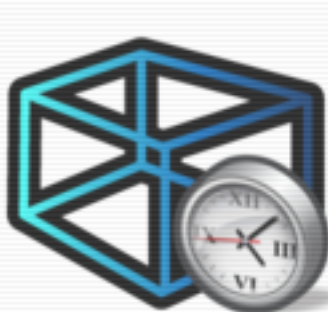


show_wireframe.back

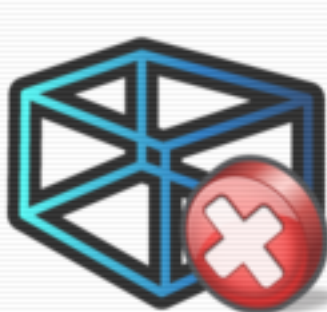




show_wireframe_cancel



show_wireframe_clock



show_wireframe_close



show_wireframe_config



show_wireframe_down



show_wireframe_fav



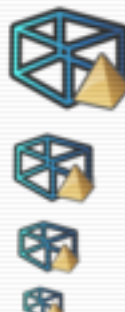
show_wireframe_help



show_wireframe_info



show_wireframe_level



show_wireframe_lock



show_wireframe_next



show_wireframe_ok



show_wireframe_refresh



show_wireframe_reload

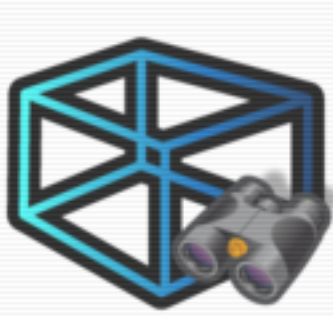


show_wireframe_remove

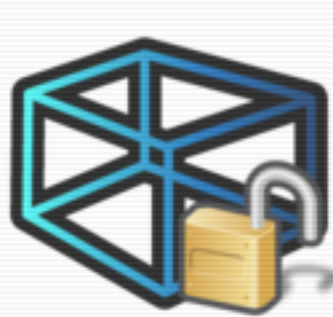




show_wireframe.save



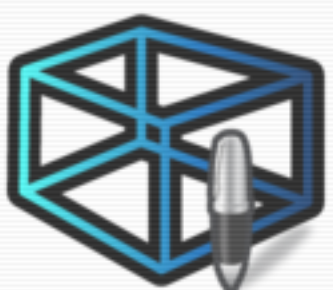
show_wireframe.search



show_wireframe.unlock



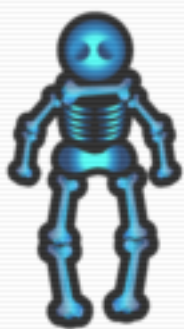
show_wireframe.up



show_wireframe.write



show_wireframe.zoom



skeleton



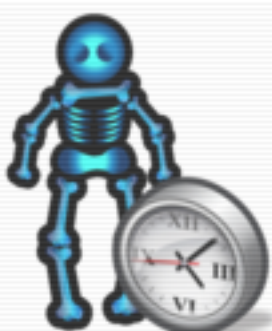
skeleton.add



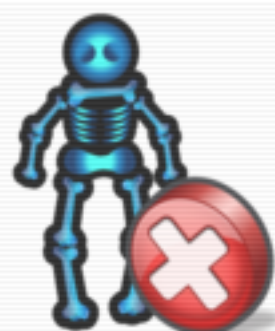
skeleton.back



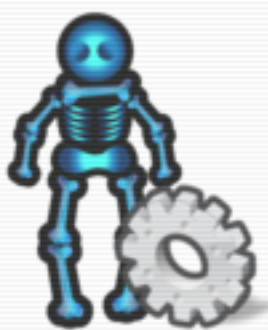
skeleton.cancel



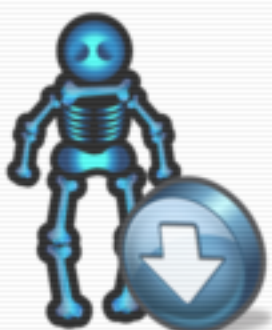
skeleton.clock



skeleton.close



skeleton.config



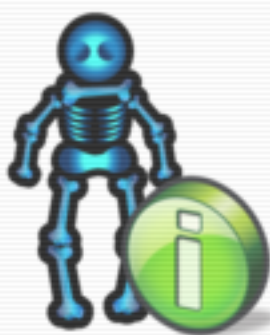
skeleton.down



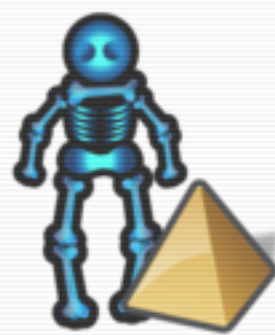
skeleton.fav



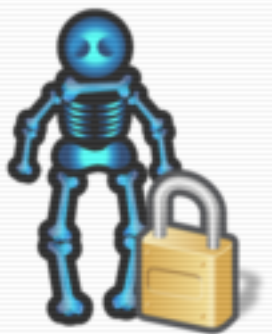
skeleton_help



skeleton_info



skeleton_level



skeleton_lock



skeleton_next



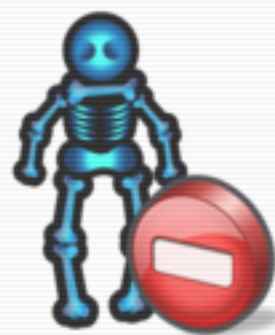
skeleton_ok



skeleton_refresh



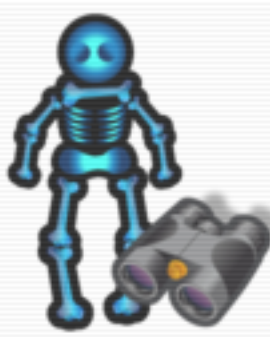
skeleton_reload



skeleton_remove



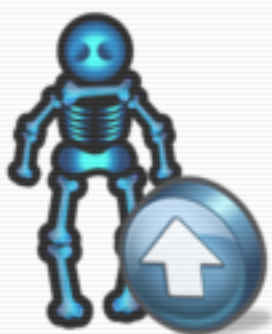
skeleton_save



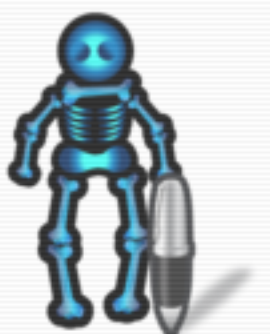
skeleton_search



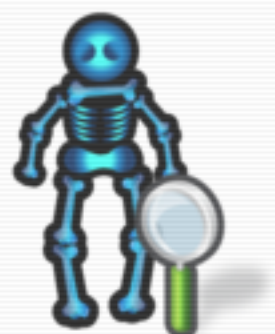
skeleton_unlock



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.down



specular_highlight.fav



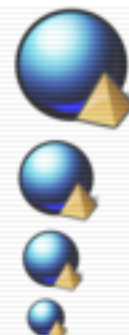
specular_highlight.help



specular_highlight.info



specular_highlight.level



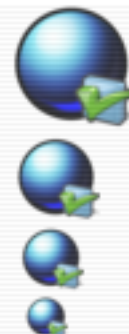
specular_highlight.lock



specular_highlight.next



specular_highlight.ok





specular_highlight_refresh



specular_highlight_reload



specular_highlight_remove



specular_highlight_save



specular_highlight_search



specular_highlight_unlock



specular_highlight_up



specular_highlight_write



specular_highlight_zoom



sphere



sphere_add



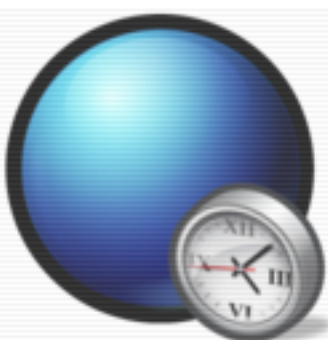
sphere_back



sphere_cancel



sphere_clock

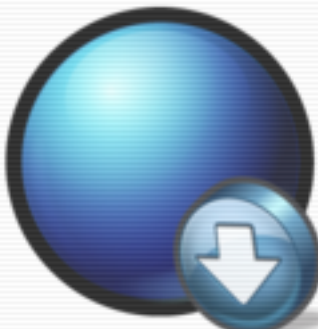


sphere_close





sphere_config



sphere_down



sphere_fav



sphere_help



sphere_info



sphere_level



sphere_lock



sphere_next



sphere_ok



sphere_refresh



sphere_reload



sphere_remove



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.down



sphereinder.fav



sphereinder.help



sphereinder.info



sphereinder.level





sphereinder_lock



sphereinder_next



sphereinder_ok



sphereinder_refresh



sphereinder_reload



sphereinder_remove



sphereinder_save



sphereinder_search



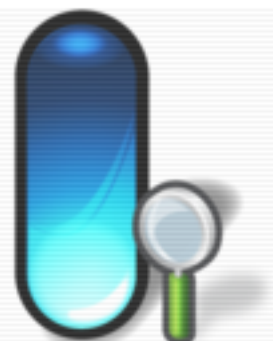
sphereinder_unlock



sphereinder_up



sphereinder_write



sphereinder_zoom



spiral



spiral_add

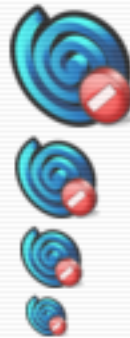


spiral_back





spiral_cancel



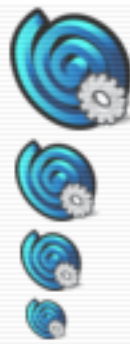
spiral_clock



spiral_close



spiral_config



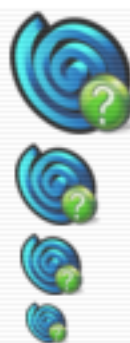
spiral_down



spiral_fav



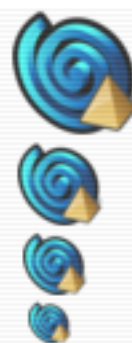
spiral_help



spiral_info



spiral_level



spiral_lock



spiral_next



spiral_ok



spiral_refresh



spiral_reload



spiral_remove





spiral_save



spiral_search



spiral_unlock



spiral_up



spiral_write



spiral_zoom



spot_light



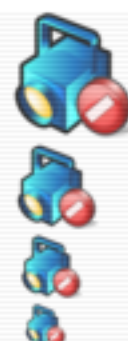
spot_light_add



spot_light_back



spot_light_cancel



spot_light_clock



spot_light_close



spot_light_config



spot_light_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_reload



spot.light_remove



spot.light_save



spot.light_search



spot.light_unlock



spot.light_up



spot.light_write



spot.light_zoom





subdivide_face



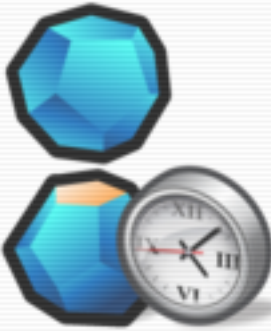
subdivide_face_add



subdivide_face_back



subdivide_face_cancel



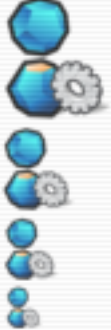
subdivide_face_clock



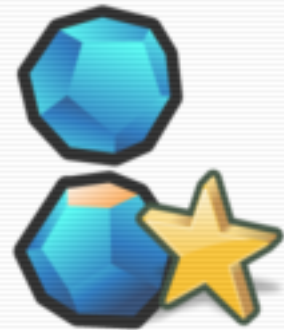
subdivide_face_close



subdivide_face_config



subdivide_face_down



subdivide_face_fav



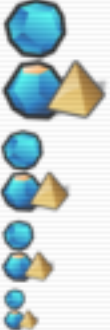
subdivide_face_help



subdivide_face_info



subdivide_face_level



subdivide_face_lock



subdivide_face_next



subdivide_face_ok





subdivide_face_refresh



subdivide_face_reload



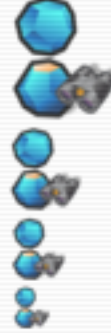
subdivide_face_remove



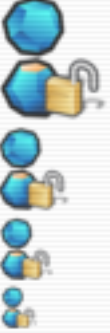
subdivide_face_save



subdivide_face_search



subdivide_face_unlock



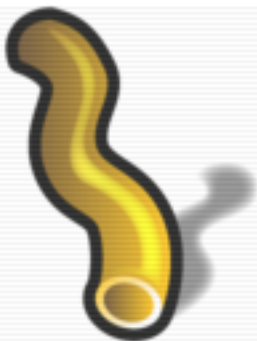
subdivide_face_up



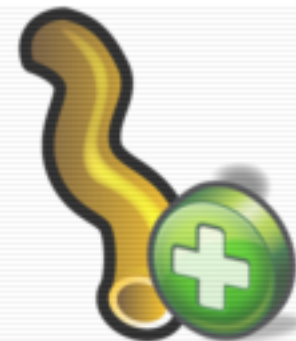
subdivide_face_write



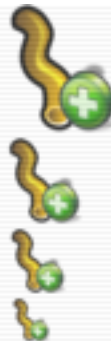
subdivide_face_zoom



sweep_profile



sweep_profile_add



sweep_profile_back



sweep_profile_cancel

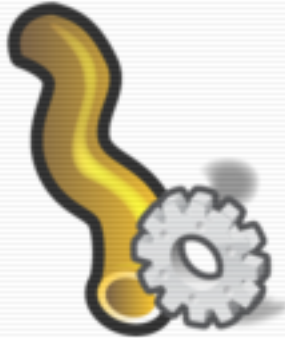


sweep_profile_clock

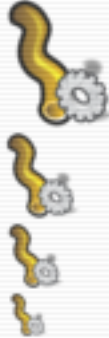


sweep_profile_close

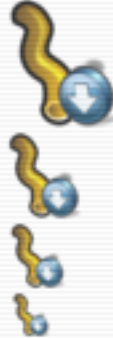




sweep_profile.config



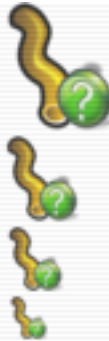
sweep_profile.down



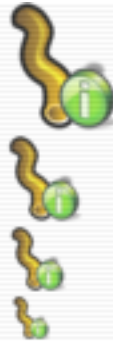
sweep_profile.fav



sweep_profile.help



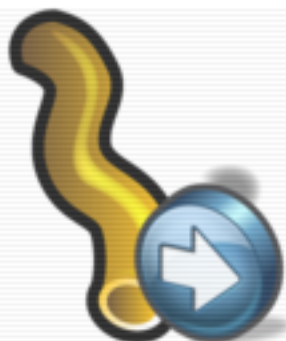
sweep_profile.info



sweep_profile.level



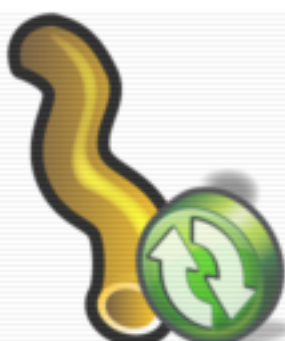
sweep_profile.lock



sweep_profile.next



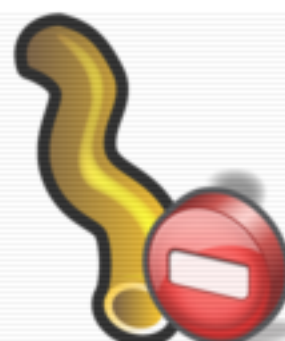
sweep_profile.ok



sweep_profile.refresh



sweep_profile.reload



sweep_profile.remove



sweep_profile.save

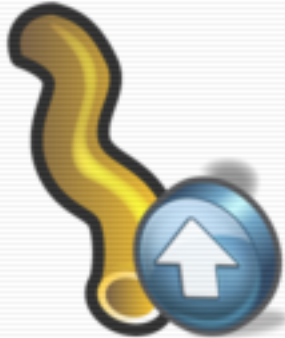


sweep_profile.search

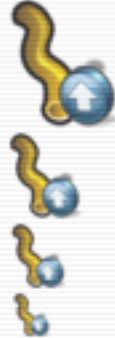


sweep_profile.unlock

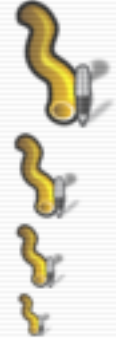




sweep_profile_up



sweep_profile_write



sweep_profile_zoom



tddd



tddd_add



tddd_back



tddd_cancel



tddd_clock



tddd_close



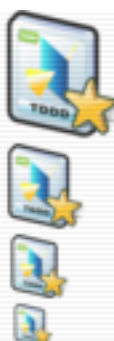
tddd_config



tddd_down



tddd_fav



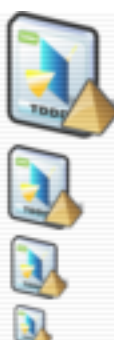
tddd_help



tddd_info



tddd_level





tddd.lock



tddd.next



tddd.ok



tddd.refresh



tddd.reload



tddd.remove



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_down



terrain_fav



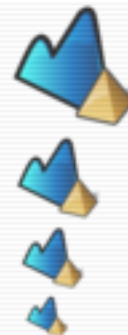
terrain_help



terrain_info



terrain_level



terrain_lock



terrain_next



terrain_ok



terrain_refresh



terrain_reload



terrain_remove





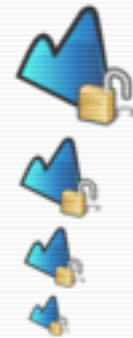
terrain_save



terrain_search



terrain_unlock



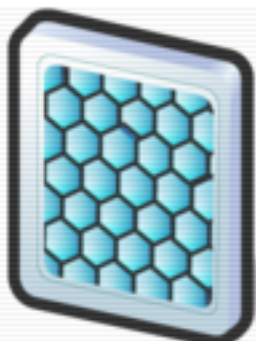
terrain_up



terrain_write



terrain_zoom



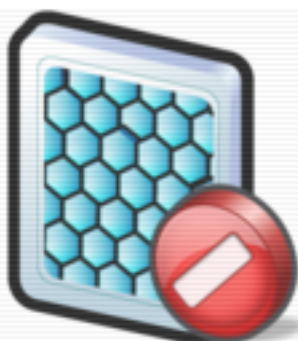
tessellation



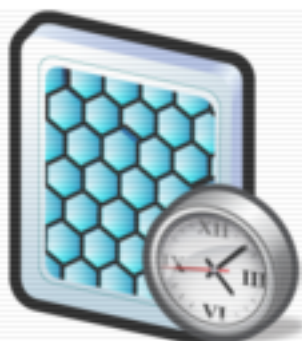
tessellation_add



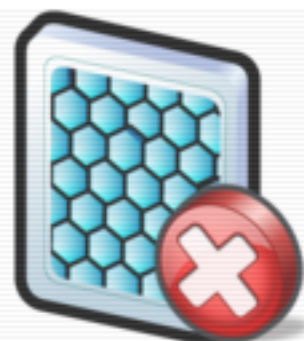
tessellation_back



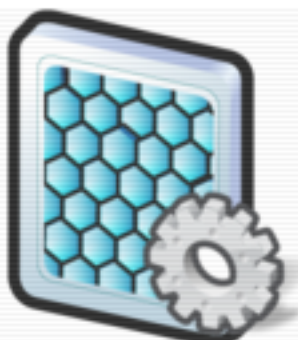
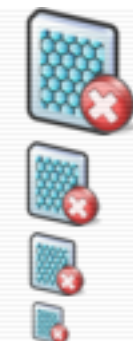
tessellation_cancel



tessellation_clock



tessellation_close



tessellation_config



tessellation_down



tessellation_fav





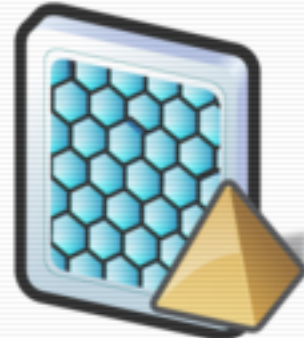
tessellation_help



tessellation_info



tessellation_level



tessellation_lock



tessellation_next



tessellation_ok



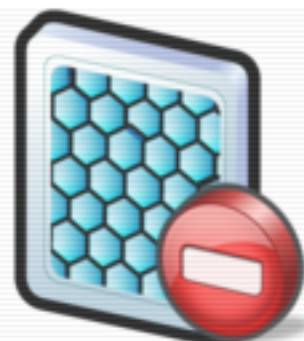
tessellation_refresh



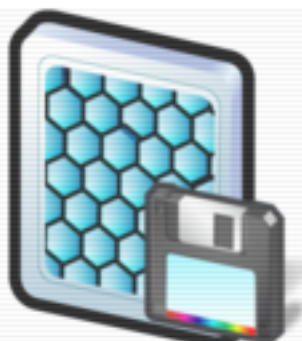
tessellation_reload



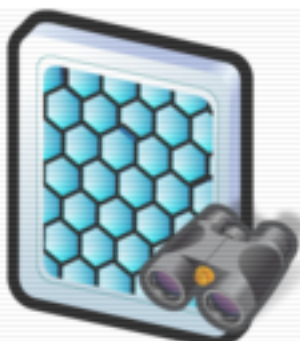
tessellation_remove



tessellation_save



tessellation_search



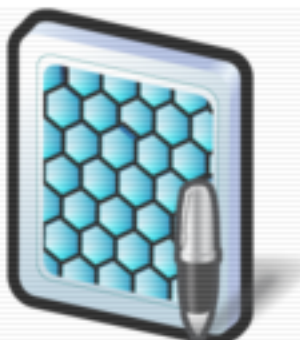
tessellation_unlock



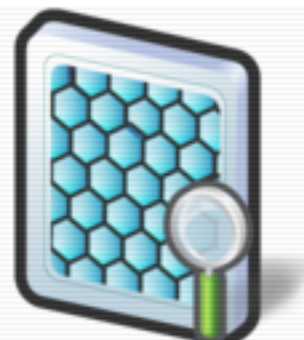
tessellation_up



tessellation_write



tessellation_zoom

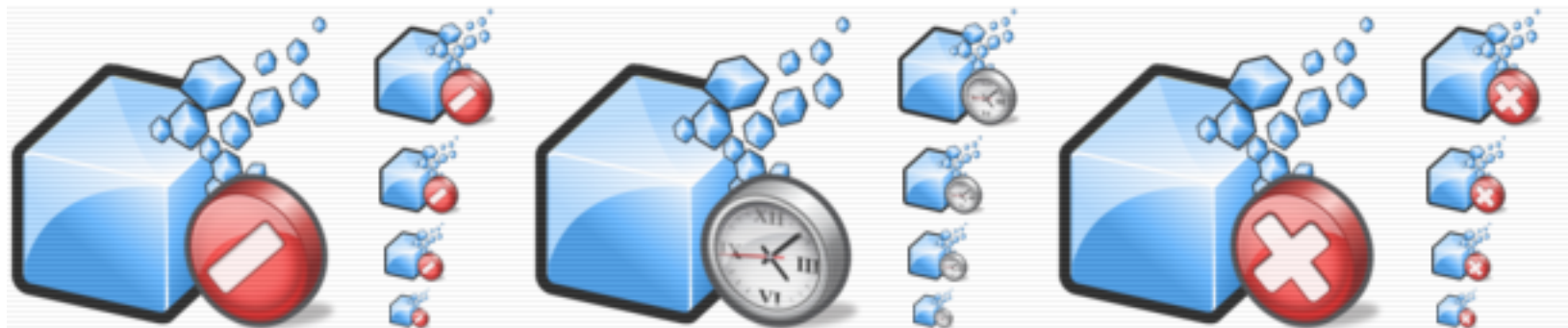




texel

texel.add

texel.back



texel.cancel

texel.clock

texel.close



texel.config

texel.down

texel.fav



texel.help

texel.info

texel.level



texel.lock

texel.next

texel.ok



texel_refresh

texel_reload

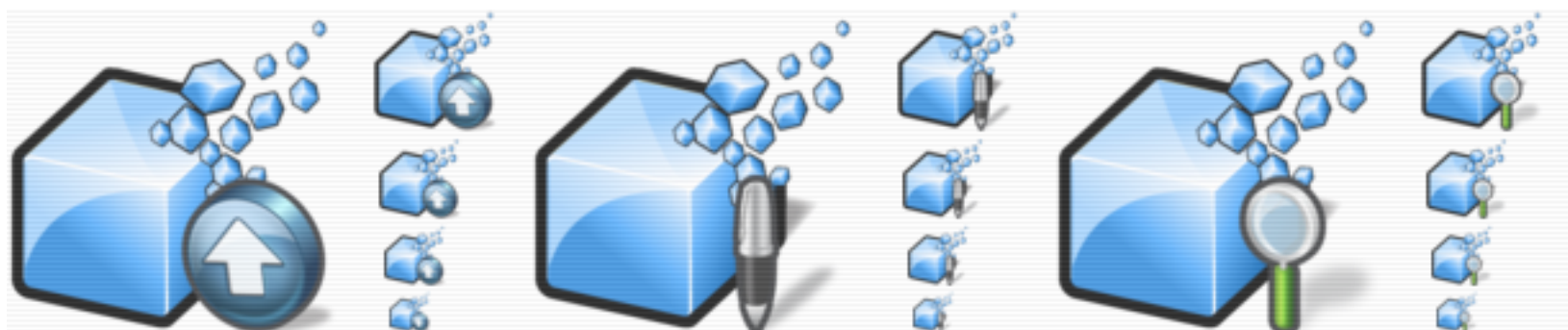
texel_remove



texel_save

texel_search

texel_unlock



texel_up

texel_write

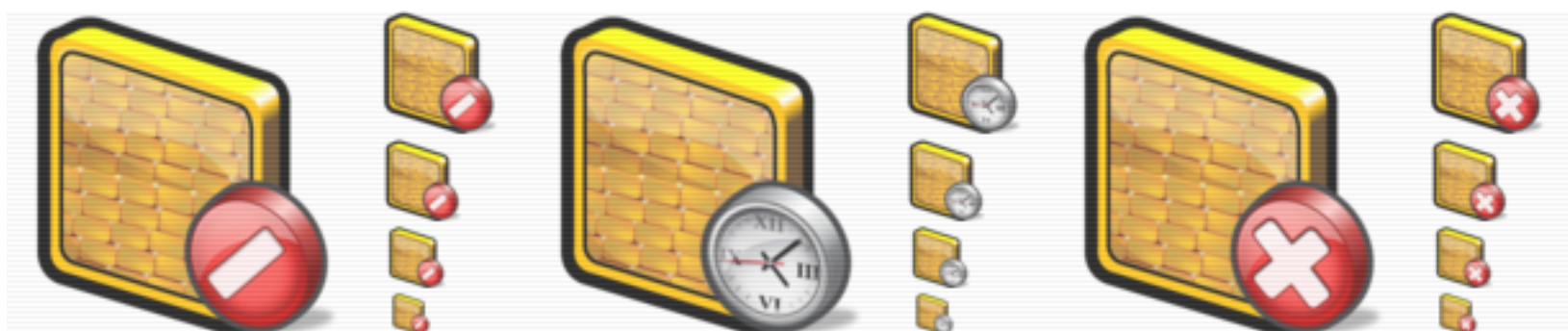
texel_zoom



texture

texture_add

texture_back



texture_cancel

texture_clock

texture_close



texture_config



texture_down



texture_editor



texture_editor_add



texture_editor_back



texture_editor_cancel



texture_editor_clock



texture_editor_close



texture_editor_config



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.reload



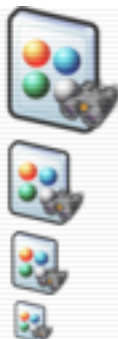
texture_editor.remove



texture_editor.save



texture_editor.search



texture_editor.unlock



texture_editor.up



texture_editor.write



texture_editor.zoom



texture_fav



texture_help

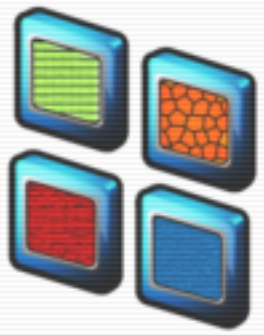


texture.info



texture_level

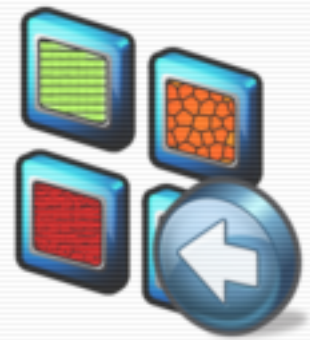




texture_library



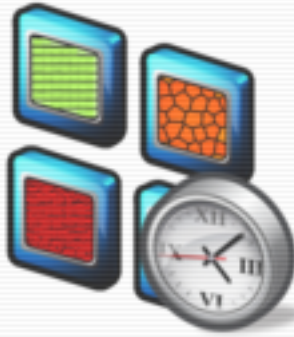
texture_library_add



texture_library_back



texture_library_cancel



texture_library_clock



texture_library_close



texture_library_config



texture_library_down



texture_library_fav



texture_library_help



texture_library_info



texture_library_level



texture_library_lock



texture_library_next



texture_library_ok





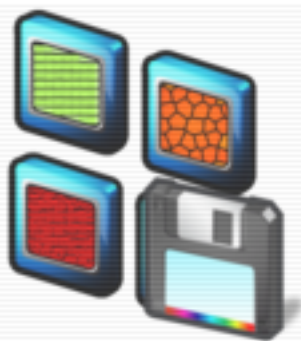
texture_library_refresh



texture_library_reload



texture_library_remove



texture_library_save



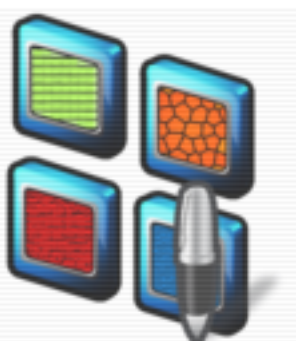
texture_library_search



texture_library_unlock



texture_library_up



texture_library_write



texture_library_zoom



texture_lock



texture_next



texture_ok



texture_refresh



texture_reload



texture_remove





texture_save



texture_search



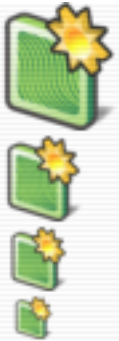
texture_unlock



texture_uv



texture_uv_add



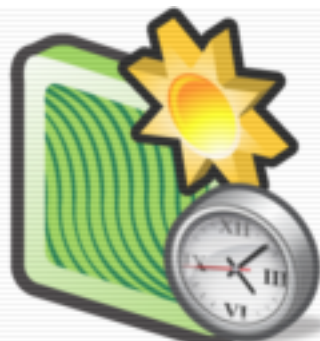
texture_uv_back



texture_uv_cancel



texture_uv_clock



texture_uv_close



texture_uv_config



texture_uv_down



texture_uv_fav



texture_uv_help

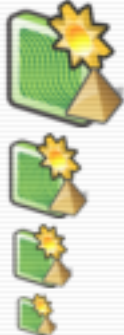


texture_uv_info

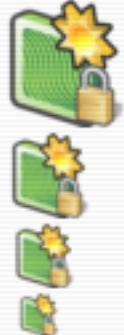




texture_uv_level



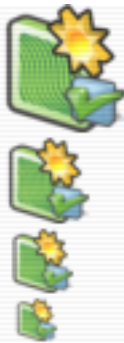
texture_uv.lock



texture_uv.next



texture_uv_ok



texture_uv.refresh



texture_uv.reload



texture_uv_remove



texture_uv.save



texture_uv.search



texture_uv.unlock



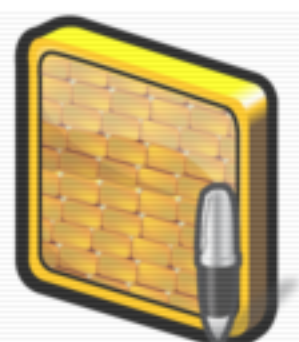
texture_uv_up



texture_uv.write



texture_uv.zoom



texture.write



texture.zoom





thickness



thickness_add



thickness_back



thickness_cancel



thickness_clock



thickness_close



thickness_config



thickness_down



thickness_fav



thickness_help



thickness_info



thickness_level



thickness_lock



thickness_next



thickness_ok





thickness_refresh



thickness_reload



thickness_remove



thickness_save



thickness_search



thickness_unlock



thickness_up



thickness_write



thickness_zoom



transparency



transparency_add



transparency_back



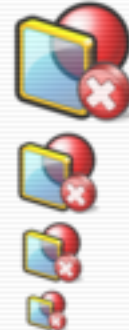
transparency_cancel



transparency_clock



transparency_close





transparency_config



transparency_down



transparency_fav



transparency_help



transparency_info



transparency_level



transparency_lock



transparency_next



transparency_ok



transparency_refresh



transparency_reload



transparency_remove



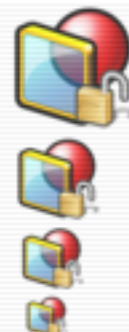
transparency_save



transparency_search



transparency_unlock





transparency_up



transparency_write



transparency_zoom



vcq



vcq_add



vcq_back



vcq_cancel



vcq_clock



vcq_close



vcq_config



vcq_down



vcq_fav



vcq_help



vcq_info



vcq_level





vcq.lock



vcq.next



vcq.ok



vcq.refresh



vcq.reload



vcq.remove



vcq.save



vcq.search



vcq.unlock



vcq.up



vcq.write



vcq.zoom



viz



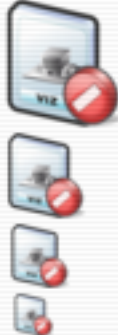
viz.add



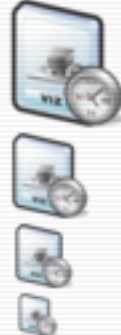
viz.back



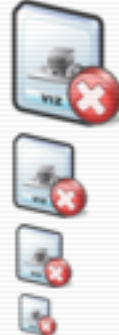
viz_cancel



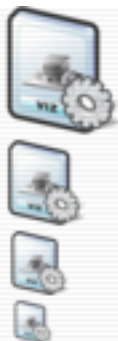
viz_clock



viz_close



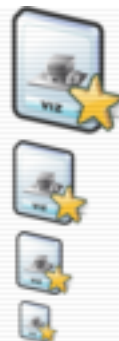
viz_config



viz_down



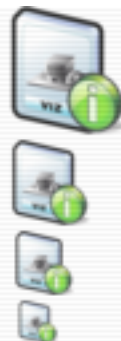
viz_fav



viz_help



viz_info



viz_level



viz_lock



viz_next



viz_ok



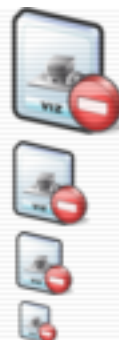
viz_refresh



viz_reload

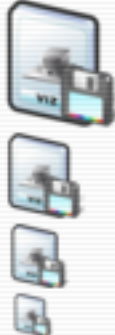


viz_remove

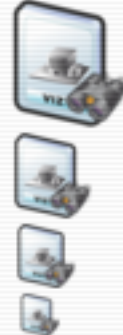




viz_save



viz_search



viz_unlock



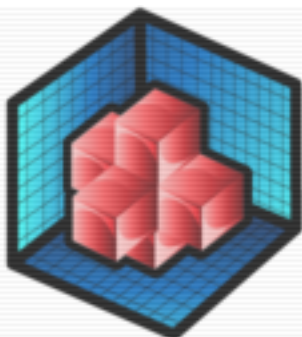
viz_up



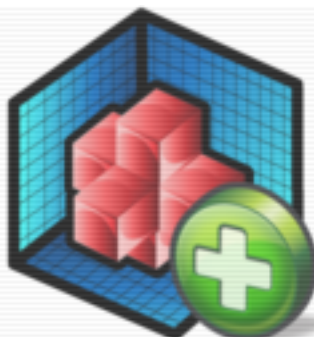
viz_write



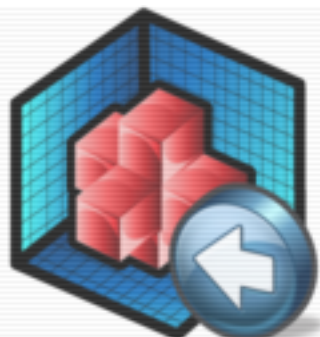
viz_zoom



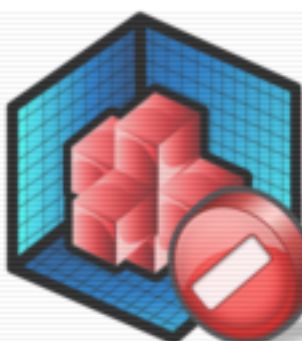
voxel



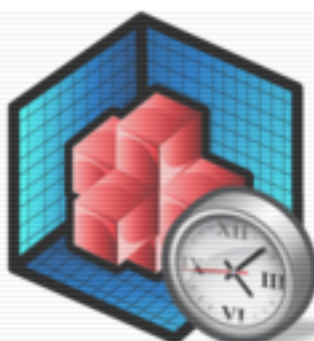
voxel_add



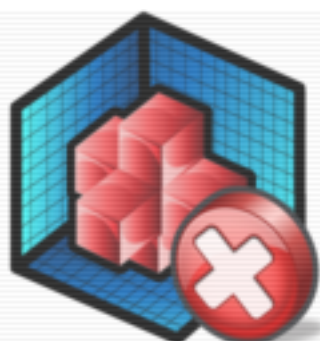
voxel_back



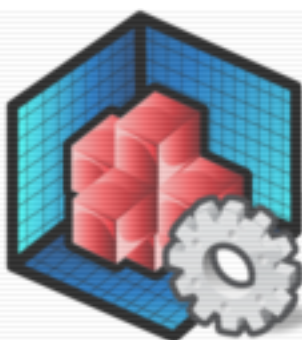
voxel_cancel



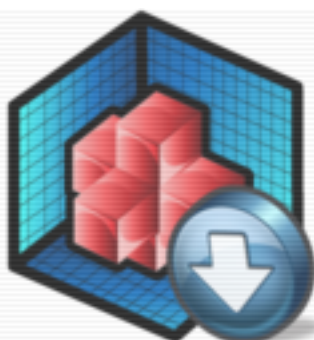
voxel_clock



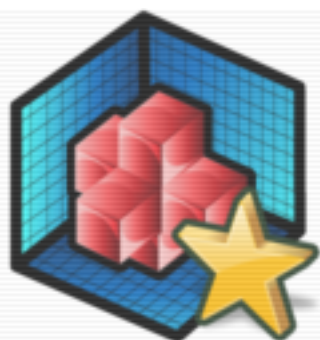
voxel_close



voxel_config



voxel_down

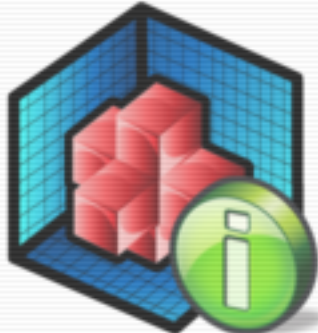


voxel_fav

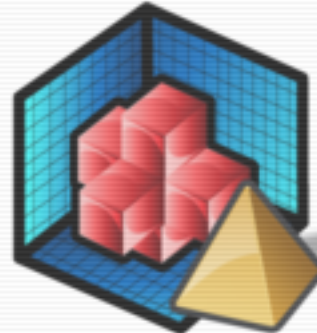




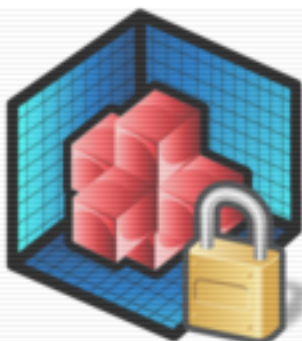
voxel_help



voxel_info



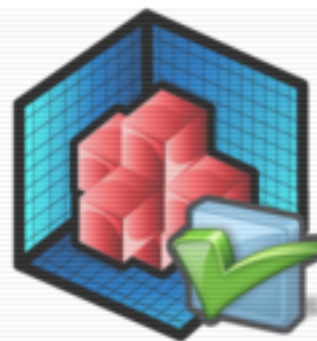
voxel_level



voxel_lock



voxel_next



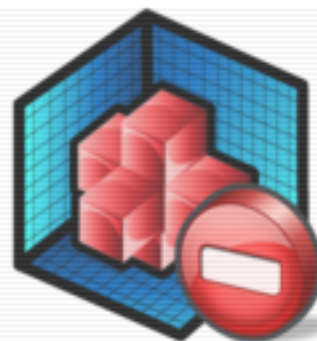
voxel_ok



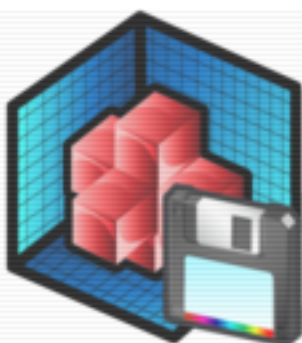
voxel_refresh



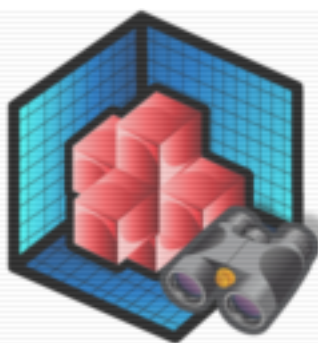
voxel_reload



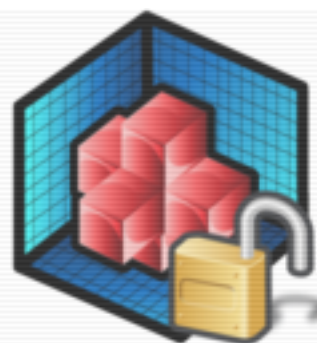
voxel_remove



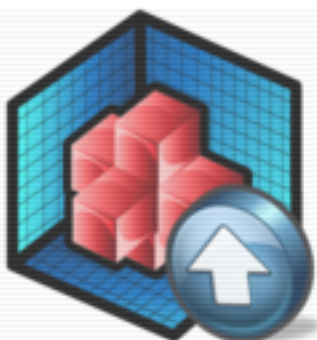
voxel_save



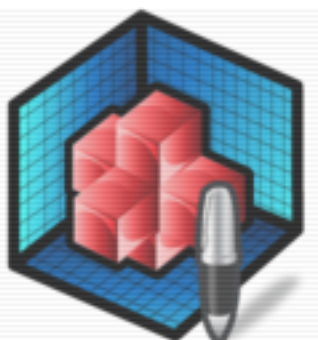
voxel_search



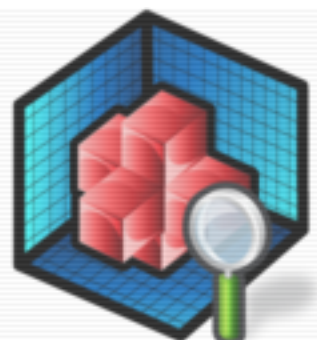
voxel_unlock



voxel_up



voxel_write



voxel_zoom





vrml97



vrml97_add



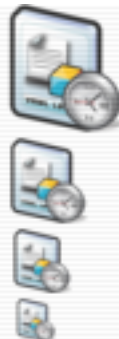
vrml97_back



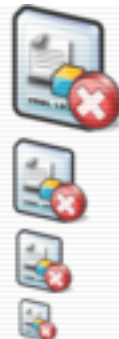
vrml97_cancel



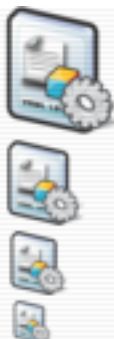
vrml97_clock



vrml97_close



vrml97_config



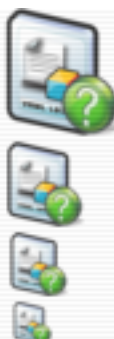
vrml97_down



vrml97_fav



vrml97_help



vrml97_info



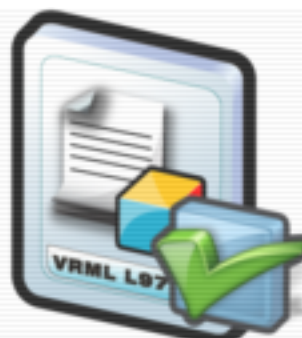
vrml97_level



vrml97_lock



vrml97_next



vrml97_ok





vrml97_refresh



vrml97_reload



vrml97_remove



vrml97_save



vrml97_search



vrml97_unlock



vrml97_up



vrml97_write



vrml97_zoom



vrml_1.0



vrml_1.0_add



vrml_1.0.back



vrml_1.0.cancel



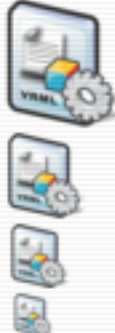
vrml_1.0.clock



vrml_1.0.close



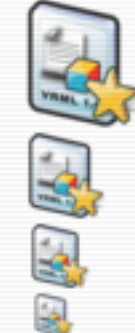
vrml_1.0_config



vrml_1.0_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_reload



vrml_1.0_remove



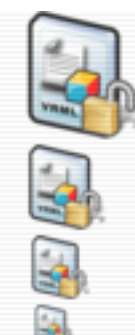
vrml_1.0_save



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_down



vrml_fav



vrml_help



vrml_info



vrml_level





vrml_lock



vrml_next



vrml_ok



vrml_refresh



vrml_reload



vrml_remove



vrml_save



vrml_search



vrml_unlock



vrml_up



vrml_virtual_reality



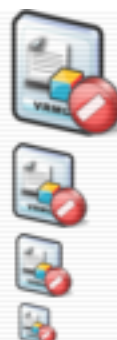
vrml_virtual_reality_add



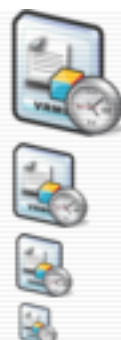
vrml_virtual_reality_back



vrml_virtual_reality_cancel

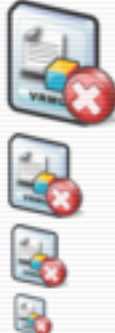


vrml_virtual_reality_clock





vrml_virtual_reality_close



vrml_virtual_reality_config



vrml_virtual_reality_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



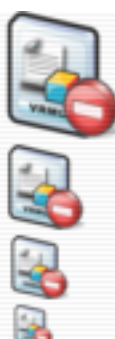
vrml_virtual_reality_refresh



vrml_virtual_reality_reload



vrml_virtual_reality_remove



vrml_virtual_reality_save

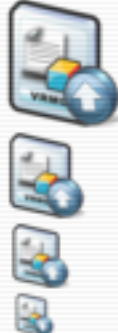


vrml_virtual_reality_search

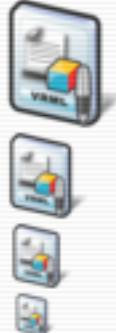




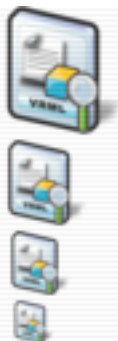
vrml_virtual_reality_unlock



vrml_virtual_reality_up



vrml_virtual_reality_write



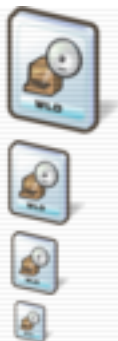
vrml_virtual_reality_zoom



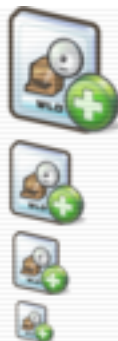
vrml_write



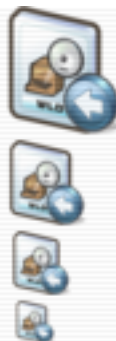
vrml_zoom



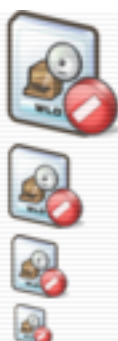
wld



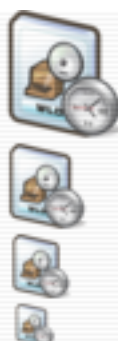
wld_add



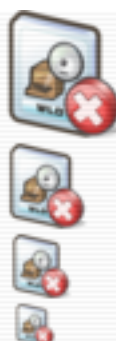
wld_back



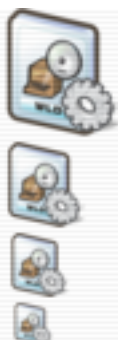
wld_cancel



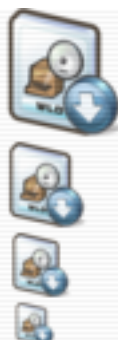
wld_clock



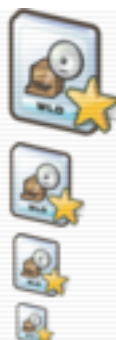
wld_close



wld_config



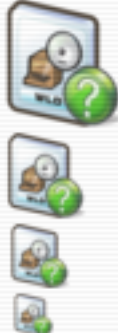
wld_down



wld_fav



wld_help



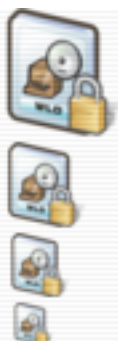
wld_info



wld_level



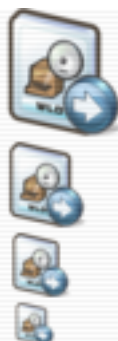
wld_lock



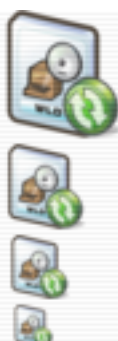
wld_next



wld_ok



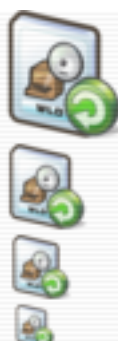
wld_refresh



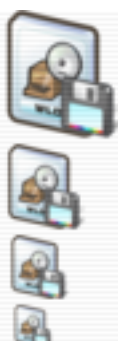
wld_reload



wld_remove



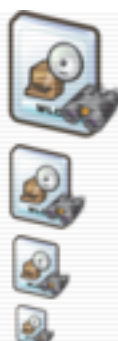
wld_save



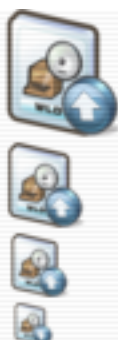
wld_search



wld_unlock



wld_up

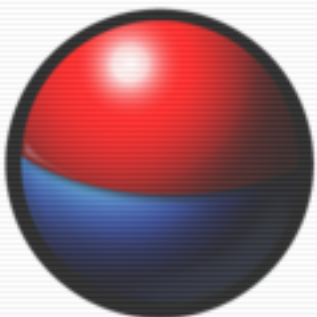


wld_write



wld_zoom

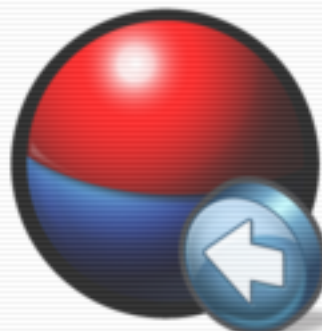




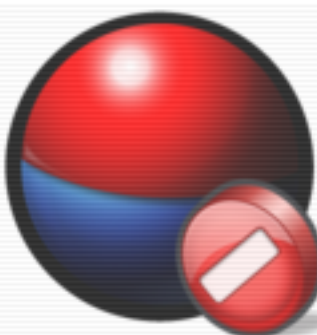
zsphere



zsphere.add



zsphere.back



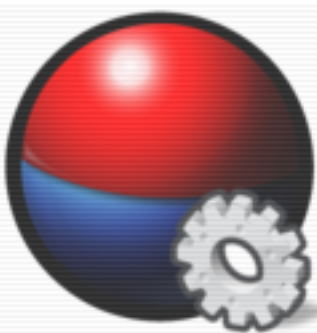
zsphere.cancel



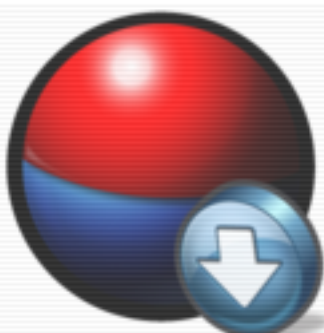
zsphere.clock



zsphere.close



zsphere.config



zsphere.down



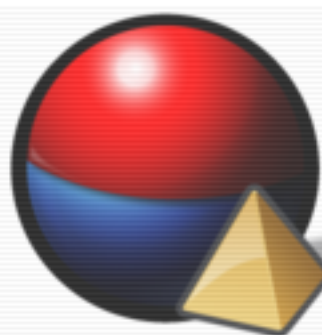
zsphere.fav



zsphere.help



zsphere.info



zsphere.level



zsphere.lock



zsphere.next



zsphere.ok





zsphere_refresh



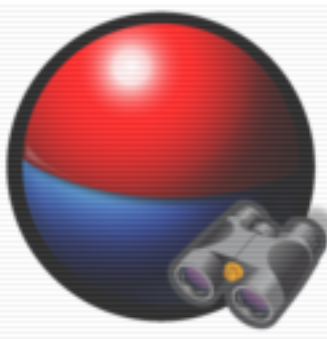
zsphere_reload



zsphere_remove



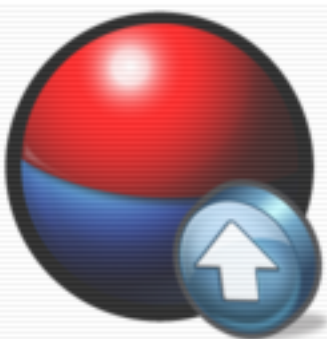
zsphere_save



zsphere_search



zsphere_unlock



zsphere_up



zsphere_write



zsphere_zoom

