

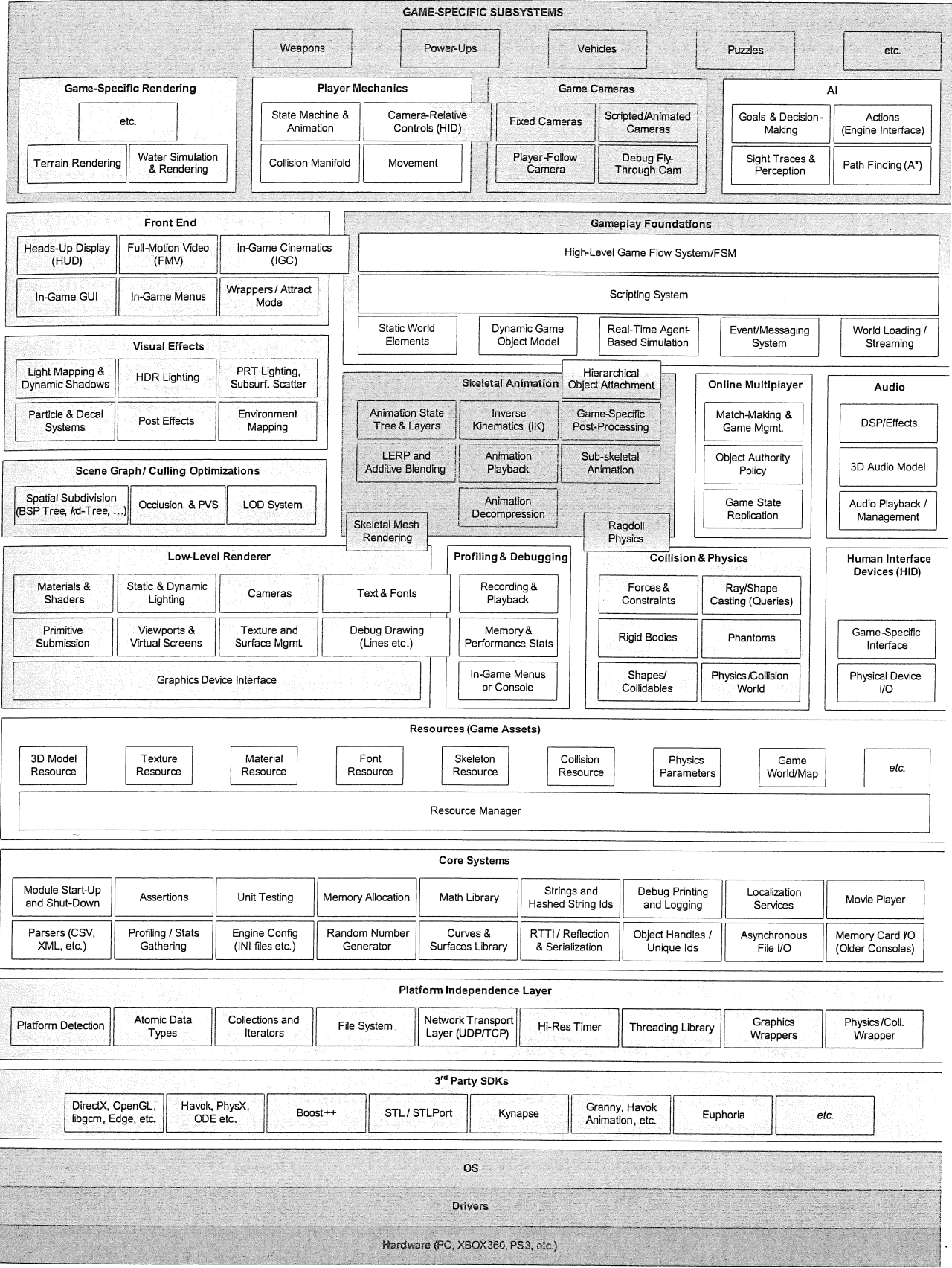


Figure 1.11. Runtime game engine architecture.