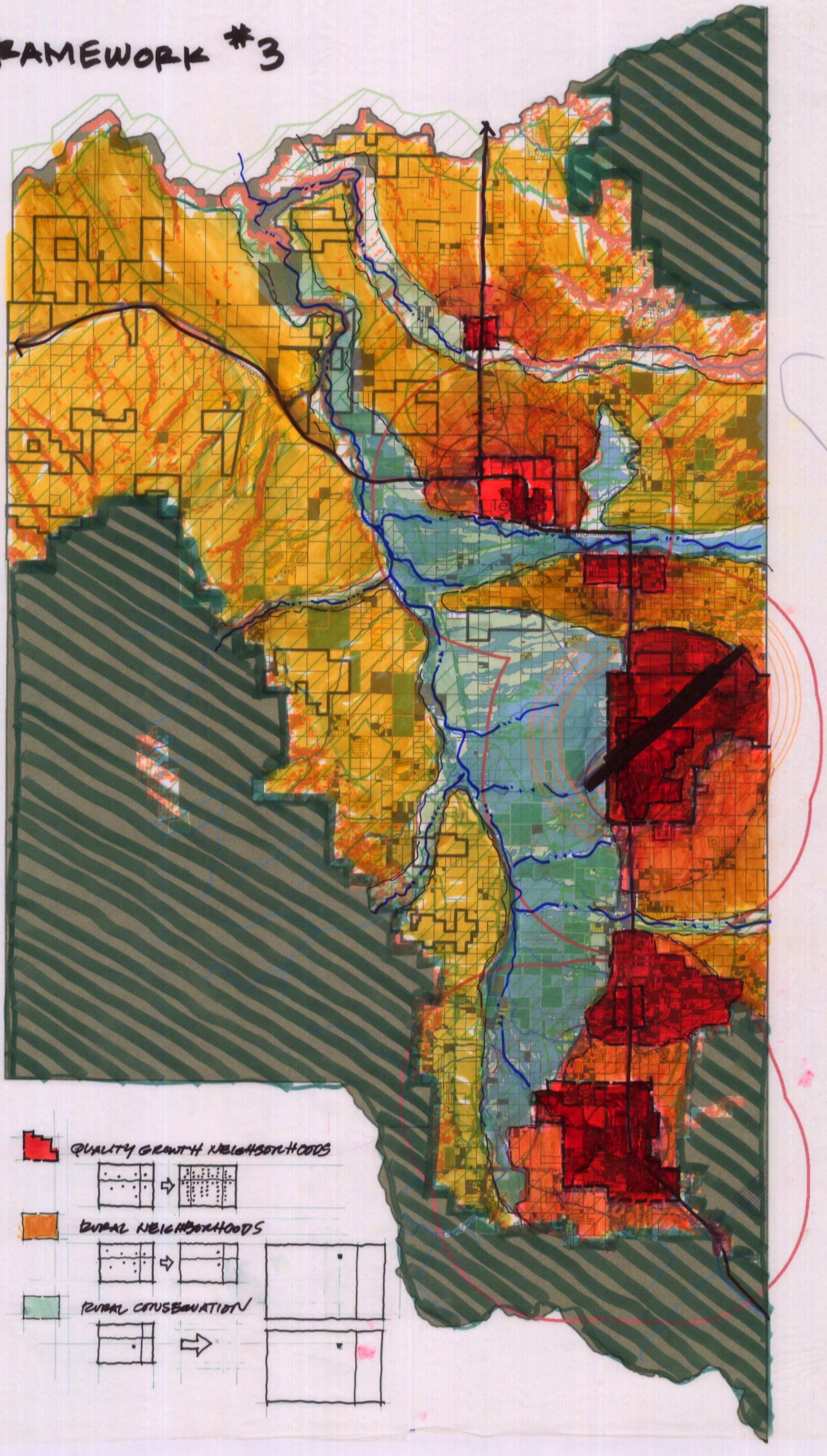
ımeworks
unities & Constraints

FRAMEWORK #3