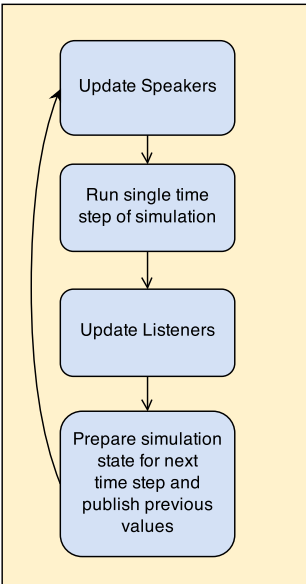
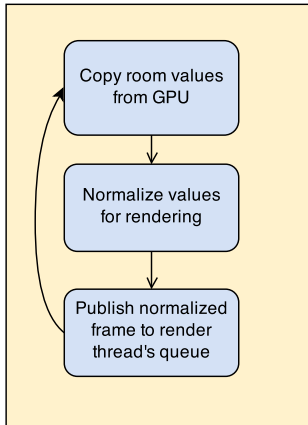


Simulation Thread



Memory Management Thread



Main/Render Thread

