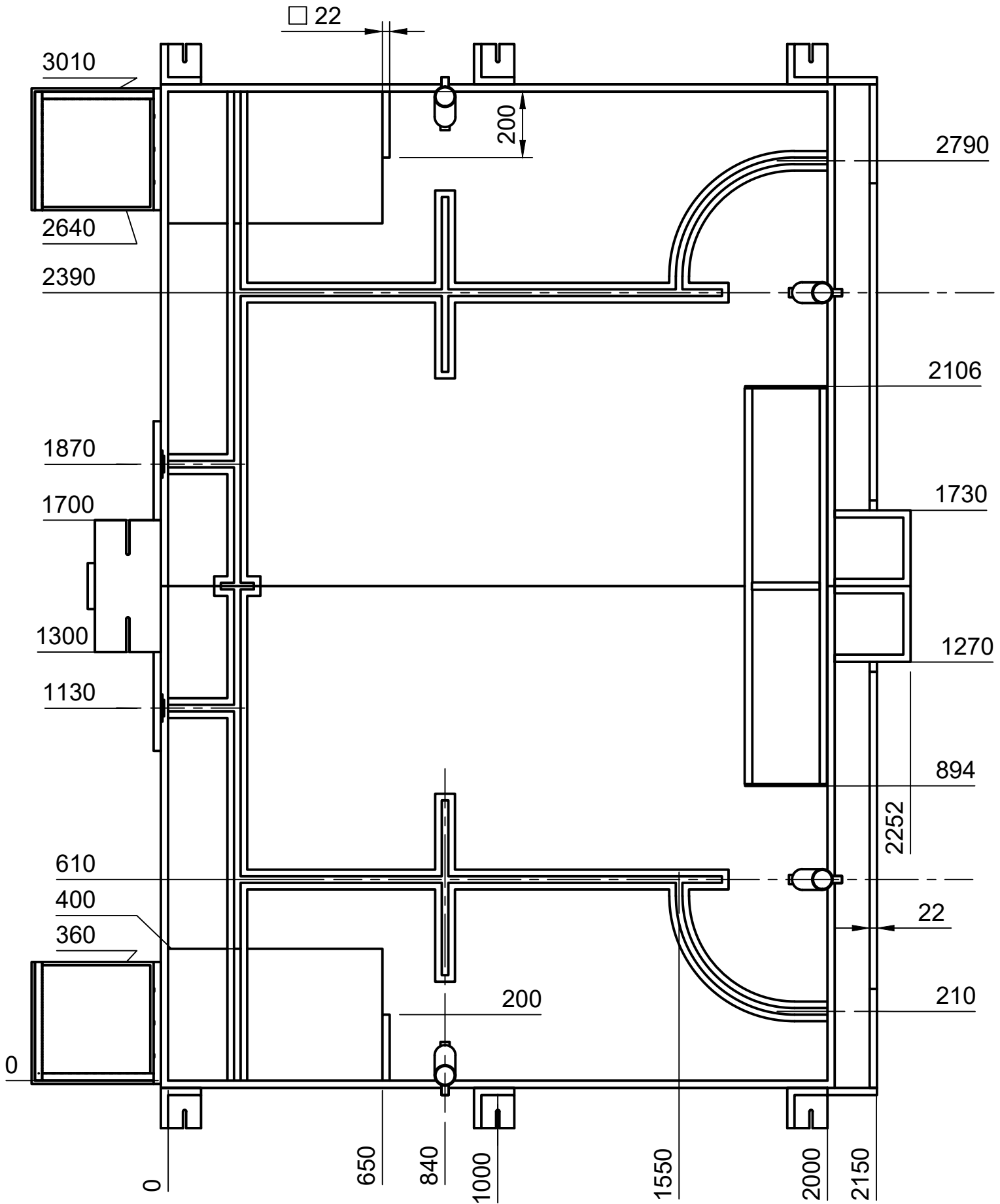
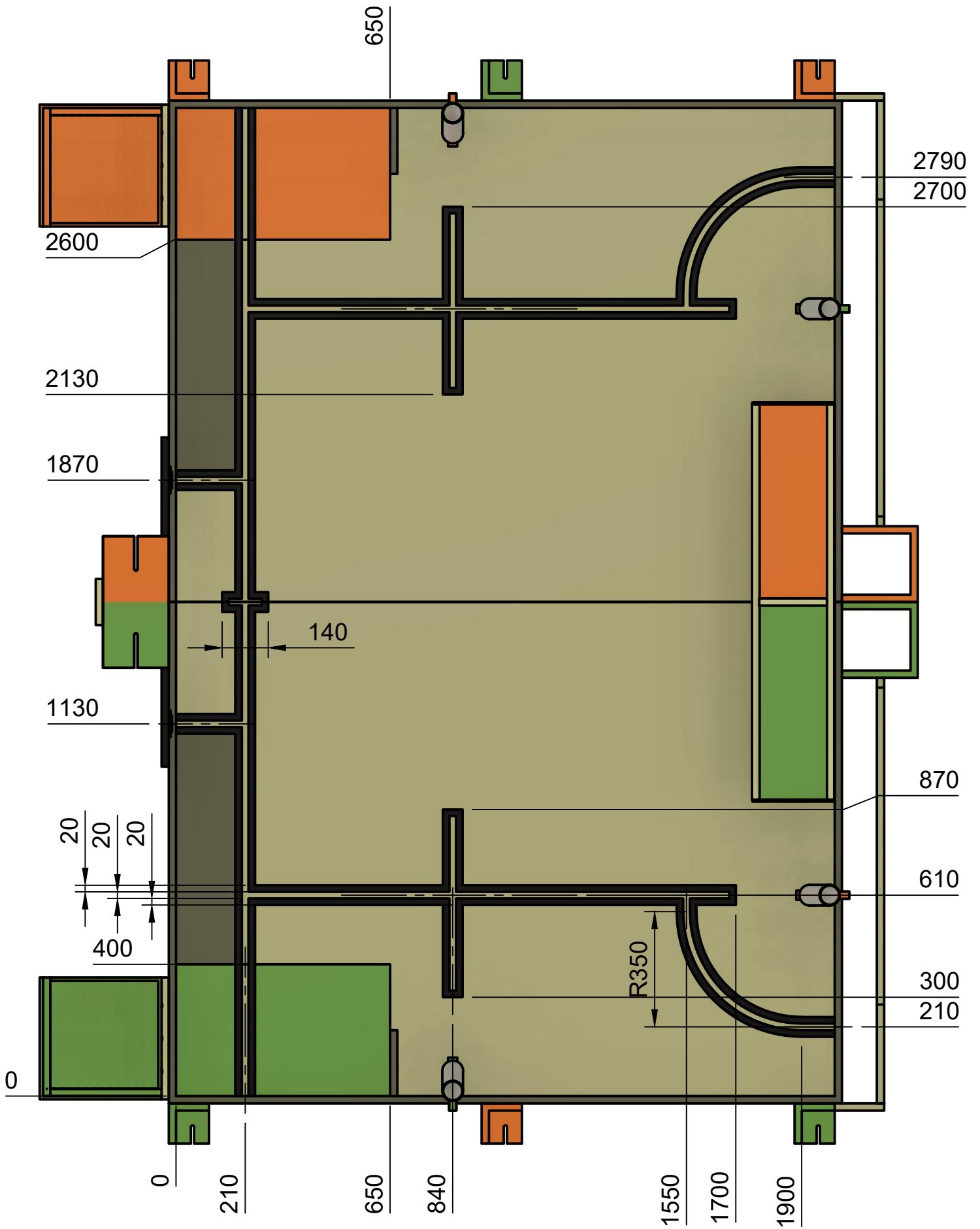


Global dimensions



Painting dimensions



Playing elements position

