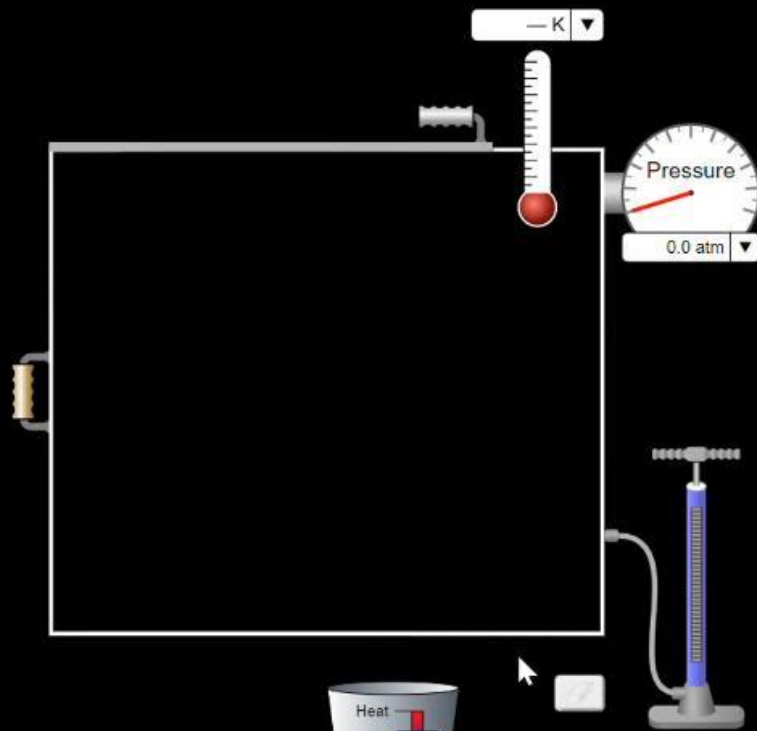




☐ Width

☐ Stopwatch

☐ Collision Counter

☒ **Particles**

