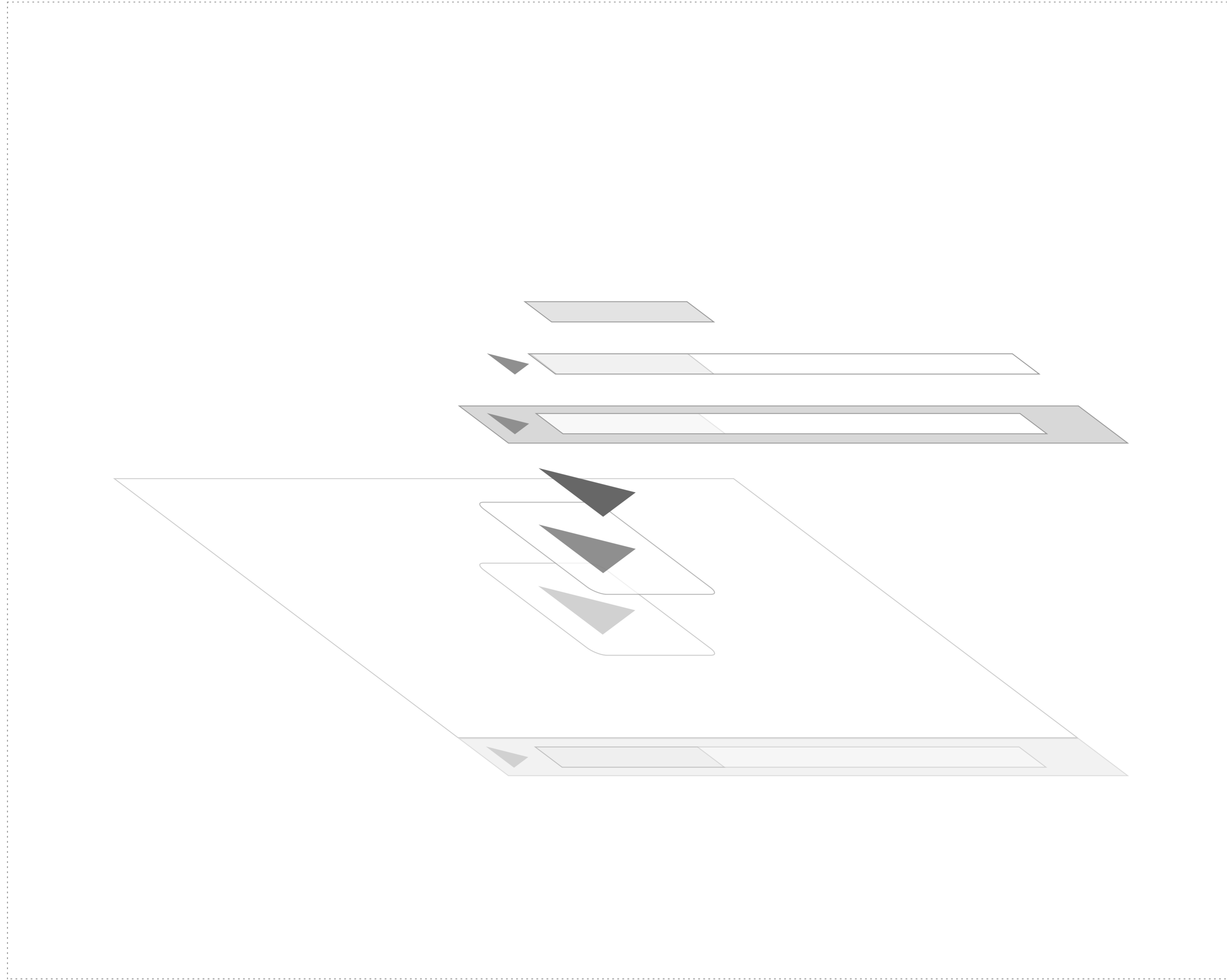
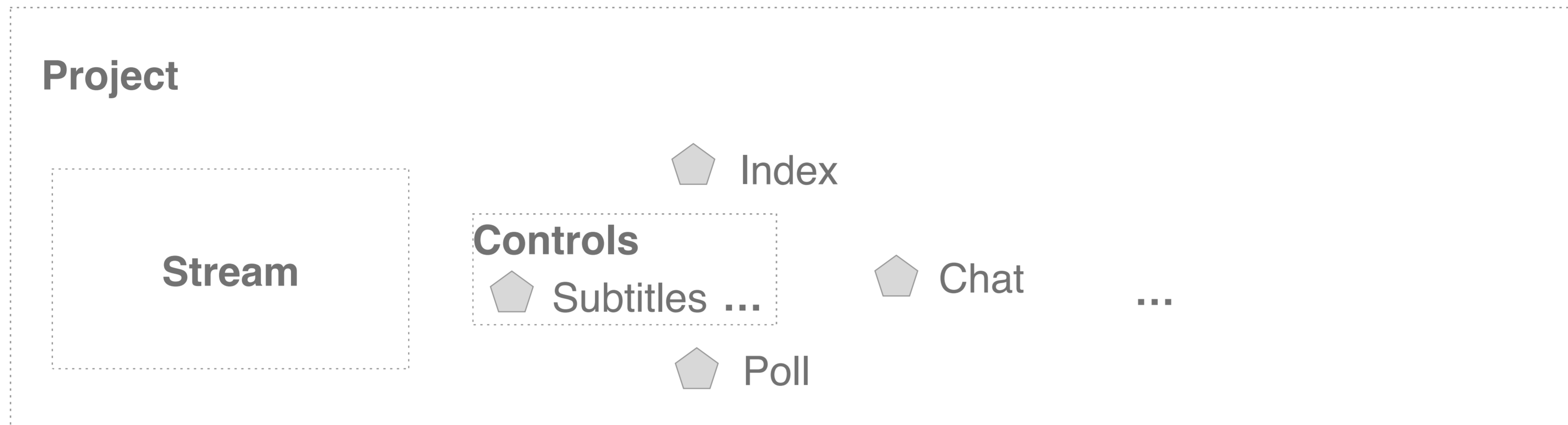


Add, control & style each element individually

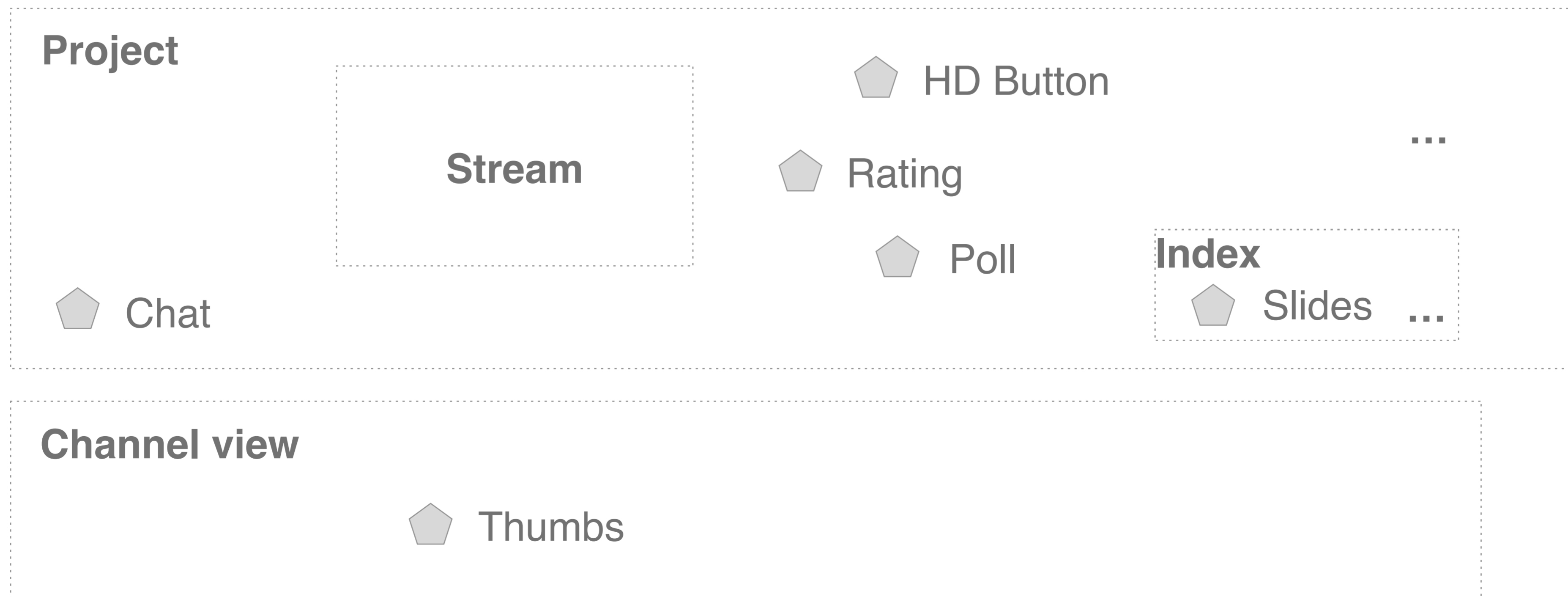


Scope/Hierarchien

Player 1



Player 2



Component Display

