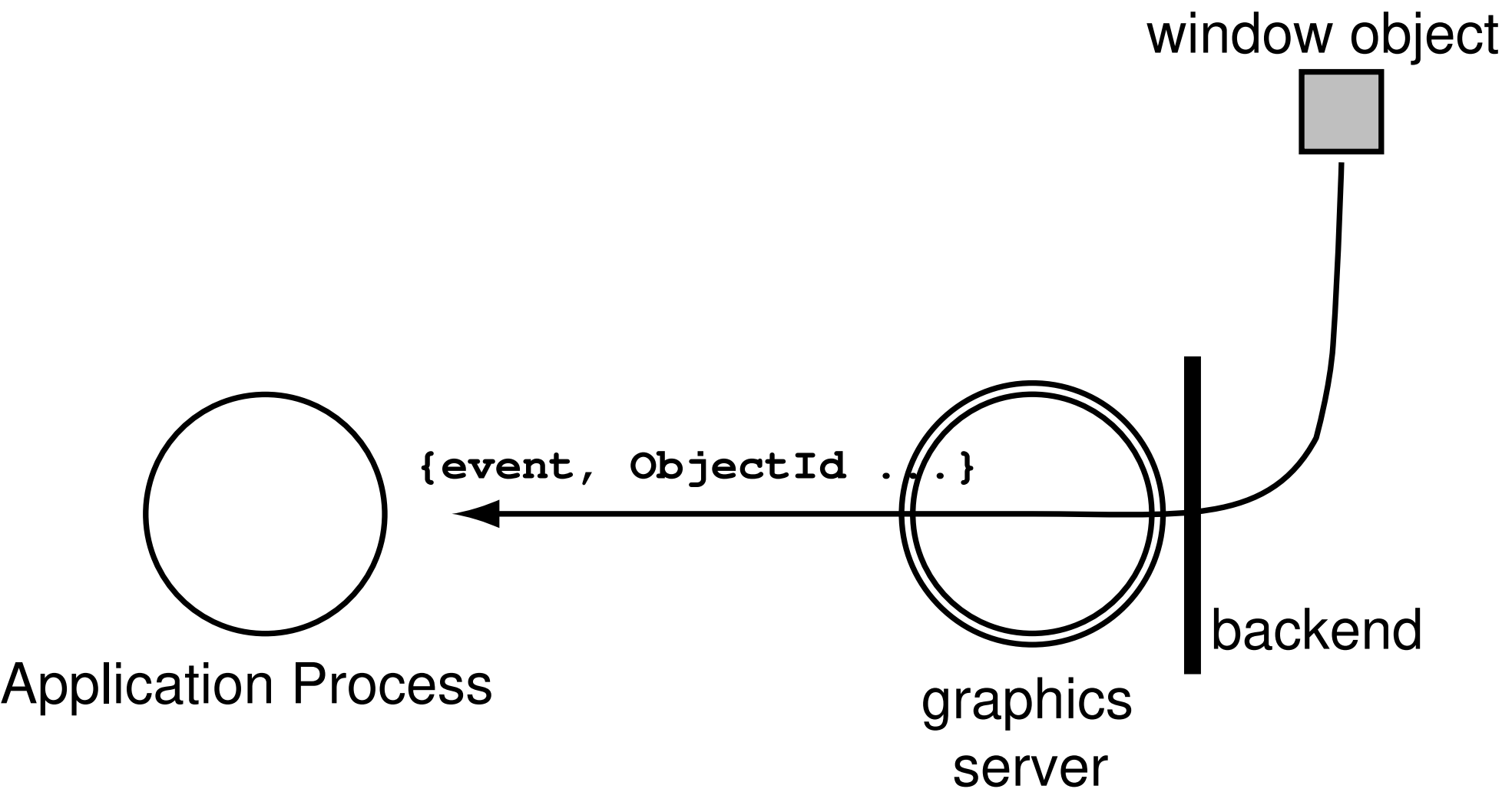
window object
{event, ObjectId ...}
backend
Application Process
graphics
server