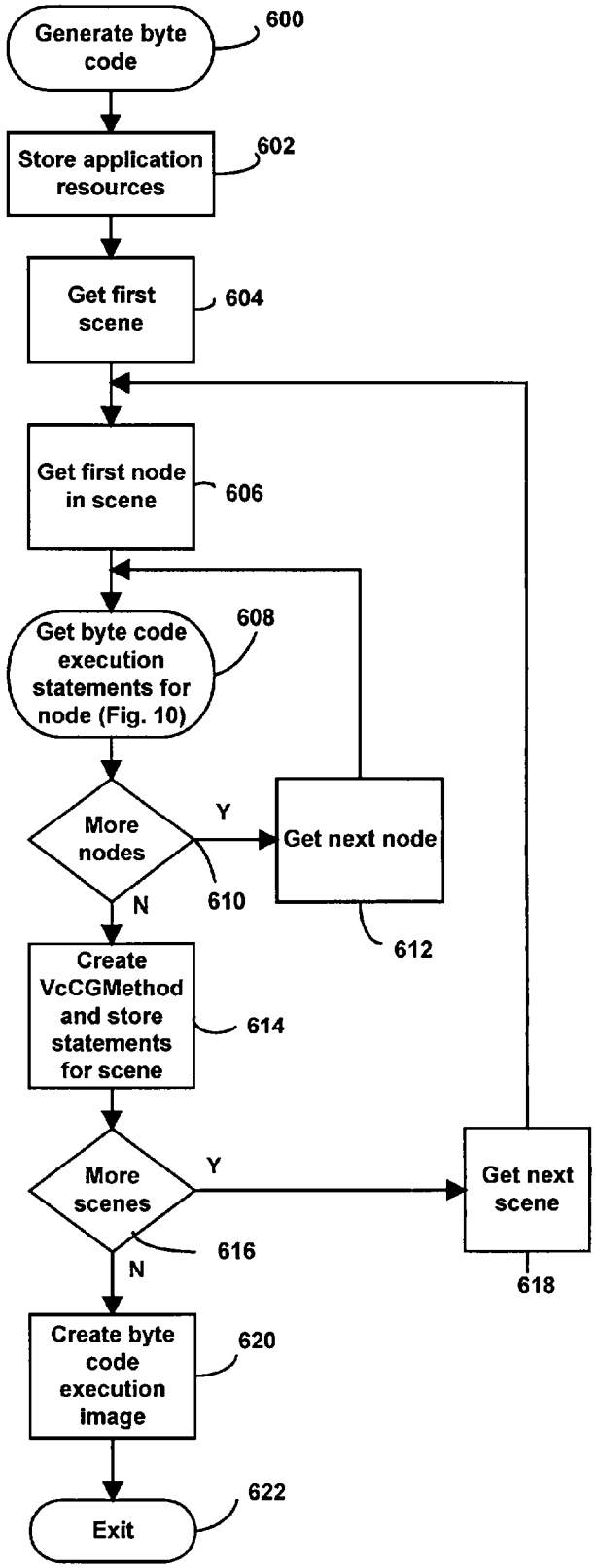
Generate byte code
600
Store application resources
602
Get first scene
604
Get first node in scene
606
Get byte code execution statements for node (Fig. 10)
608
More nodes
Y
Get next node
610
N
612
Create VcCGMethod and store statements for scene
614
More scenes
Y
Get next scene
616
N
618
Create byte code execution image
620
Exit
622

FIG. 9