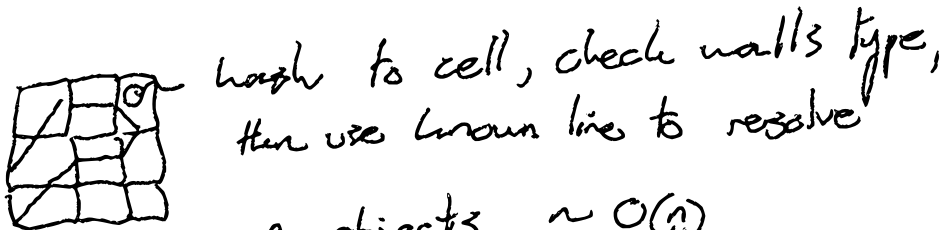
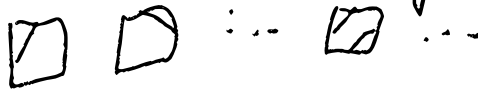


e.g render	$256 \times 256$
dyn	$3 \cdot 256 \times 3 \cdot 256$

Cols and rows by  $m^2$  squares

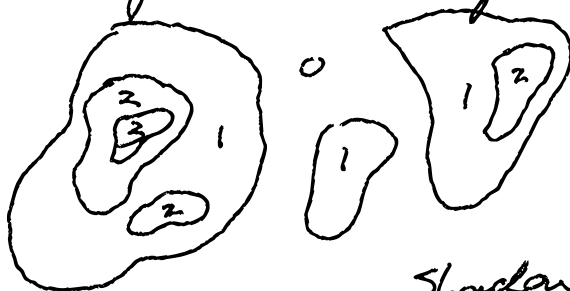


hash to cell, check walls type,  
then use known line to resolve  
for  $n$ -objects  $\sim O(n)$

hash  
4 (! empty)  
resolve wall col( $n$ , wall type)

cell list for object-object cols

Multi-height world e.g



use for light

