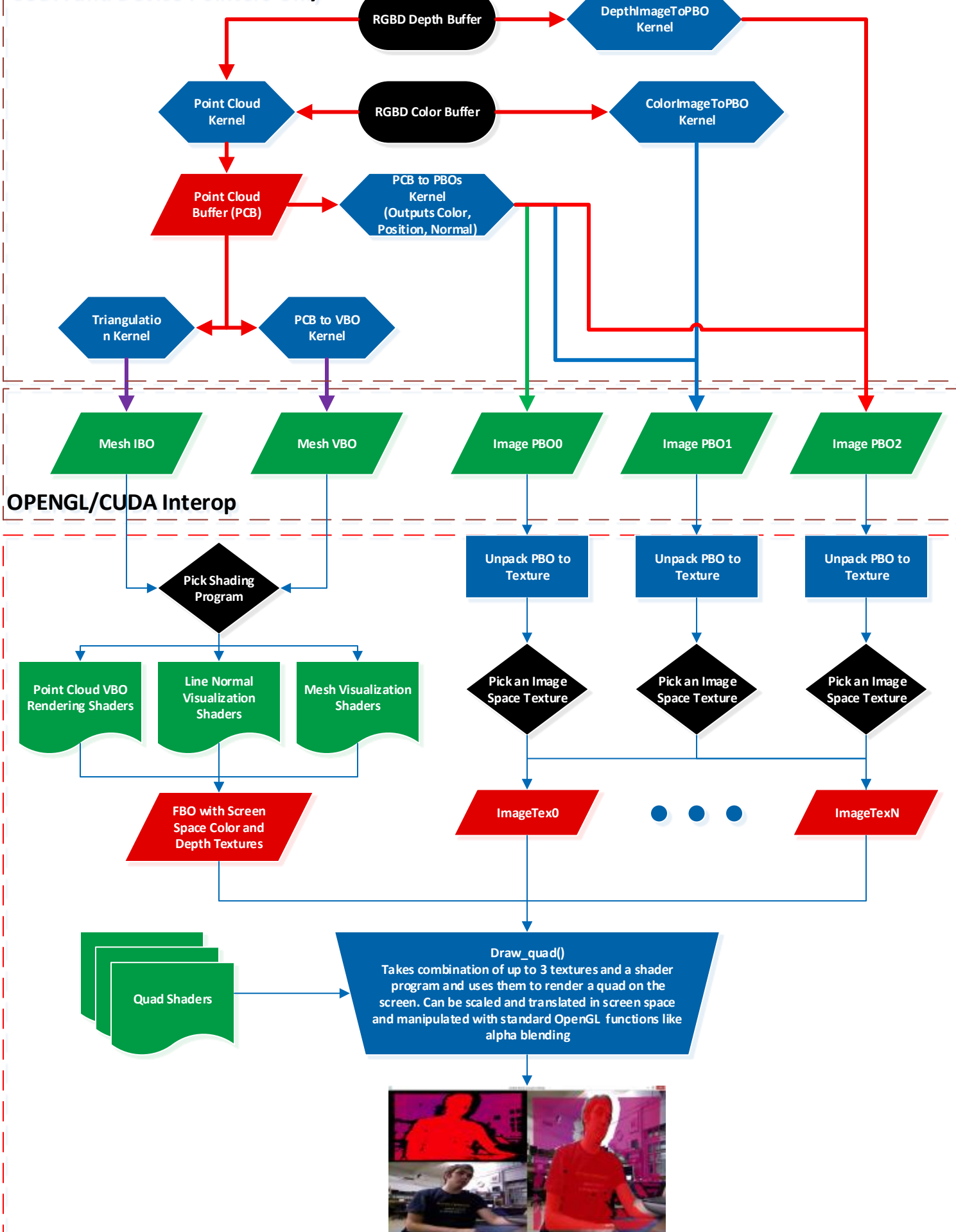


CUDA and Device Pointers Only



OpenGL Only