

IRaylterator::lterator

```
classDiagram
    class IRaylterator {
        <<lterator>>
    }
    class RayTracer {
        PluginsExt
        Camera {
            FullCustom
            CustomRaylterator {
                <<lterator>>
            }
        }
    }
    IRaylterator <|-- RayTracer.PluginsExt
    IRaylterator <|-- RayTracer.Camera.FullCustom
    IRaylterator <|-- RayTracer.Camera.CustomRaylterator
```

RayTracer::PluginsExt  
::Camera::FullCustom  
::CustomRaylterator::lterator

- \_cameraPos
- \_screenSize
- \_fovXYZ
- \_fov
- \_x
- \_y
- \_normal
- \_ray

- + lterator()
- + operator++()
- + operator\*()
- + operator==()
- + operator!=()
- + toString()
- + operator=()