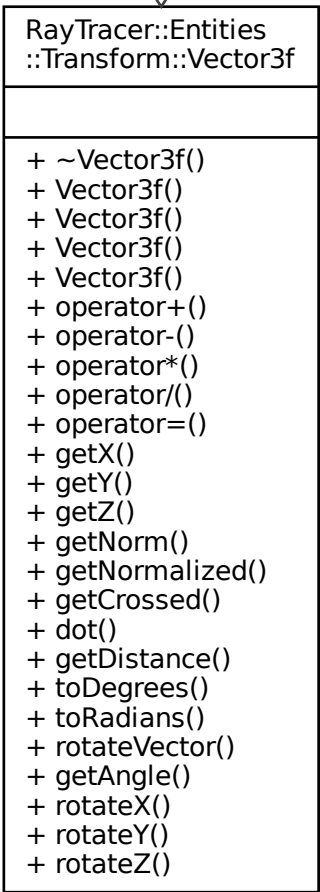
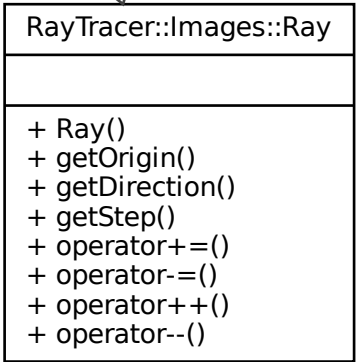




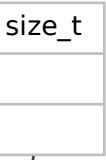
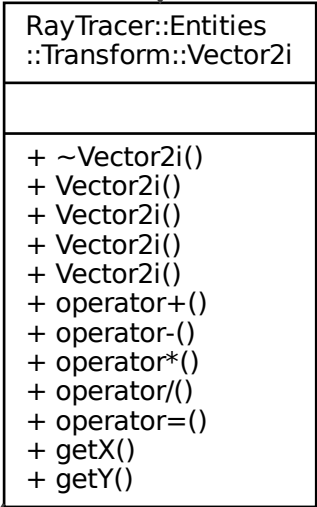
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-_y
-_z



-_normal
-_origin
-_step



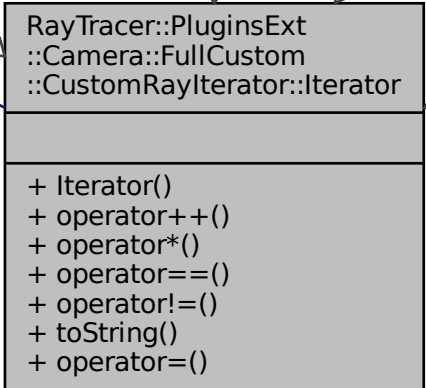
-_x
-_y



-_x
-_y

-_screenSize

-_ray



-_cameraPos
-_fov
-_fovXYZ
-_normal

