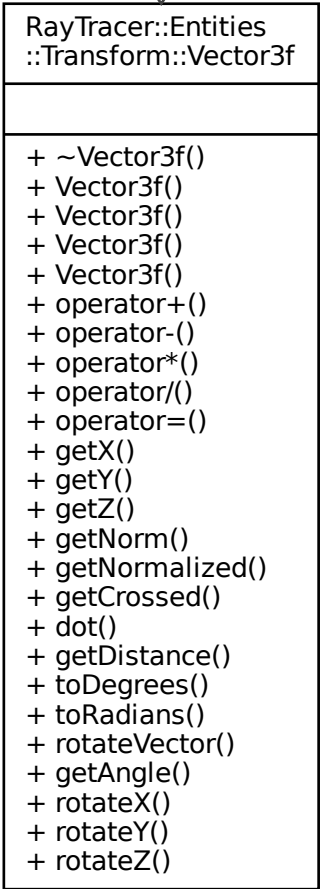
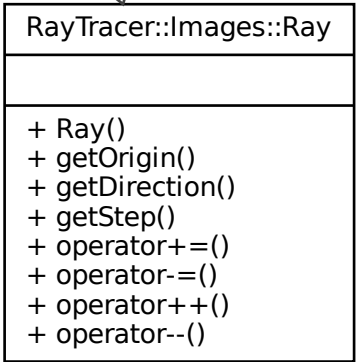




-\_x  
-\_y  
-\_z



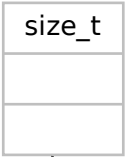
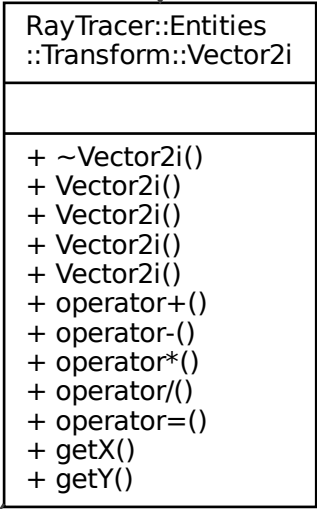
-\_normal  
-\_origin  
-\_step



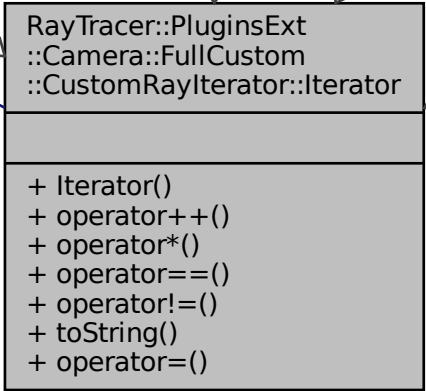
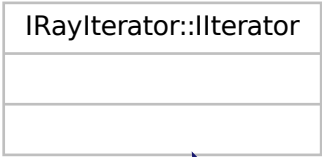
-\_cameraPos  
-\_fov  
-\_fovXYZ  
-\_normal



-\_x  
-\_y



-\_x  
-\_y



-\_ray

-\_screenSize