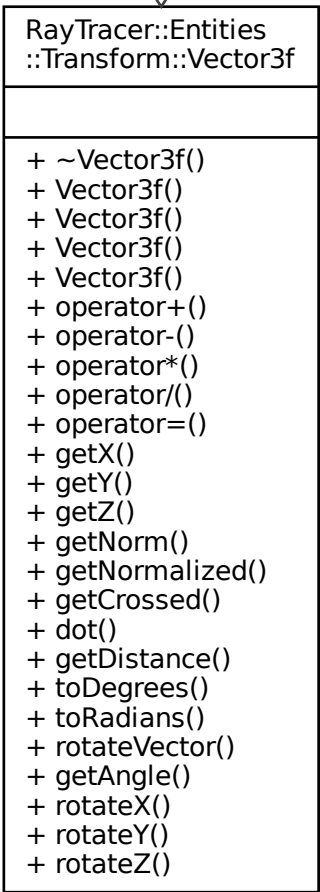
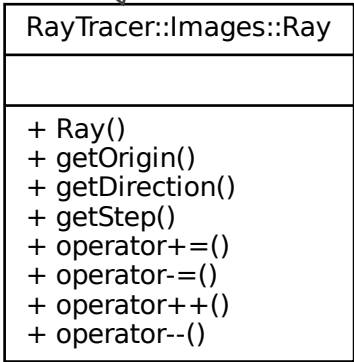




-\_x  
-\_y  
-\_z



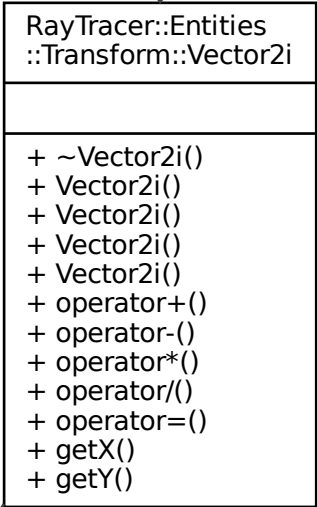
-\_normal  
-\_origin  
-\_step



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

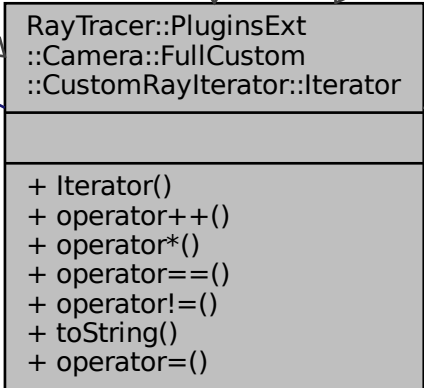
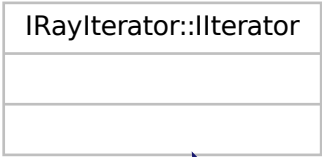


-\_x  
-\_y



size\_t

-\_x  
-\_y



-\_ray

-\_screenSize