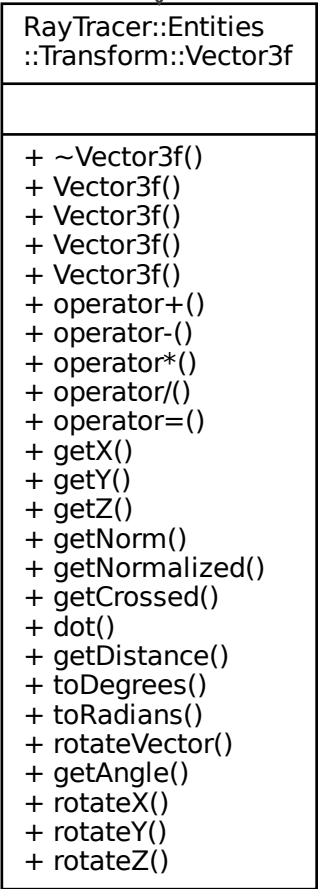
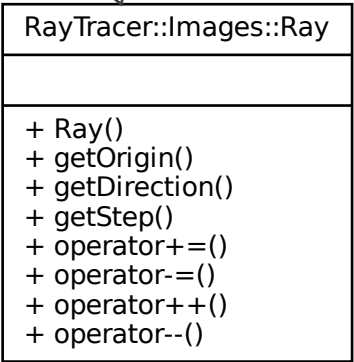




-_x
-_y
-_z



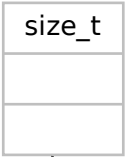
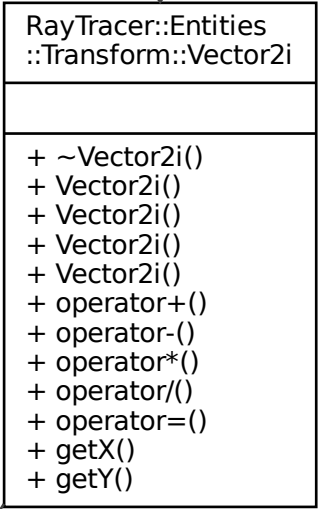
-_normal
-_origin
-_step



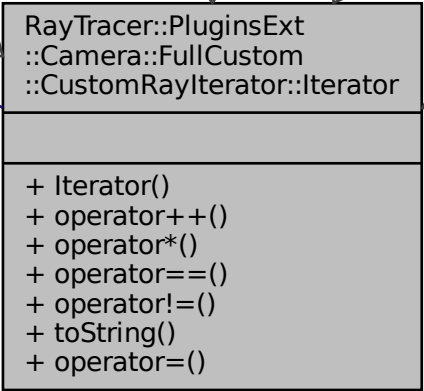
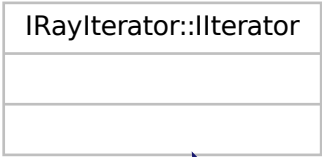
-_cameraPos
-_fov
-_fovXYZ
-_normal



-_x
-_y



-_x
-_y



-_ray

-_screenSize