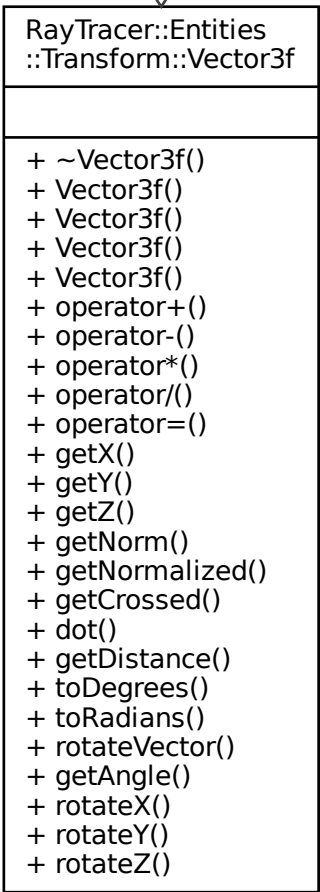
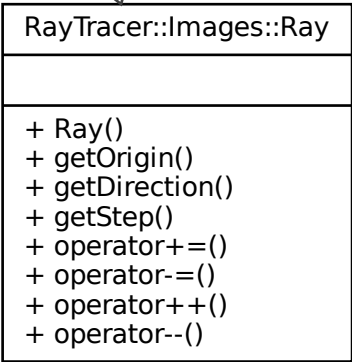




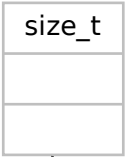
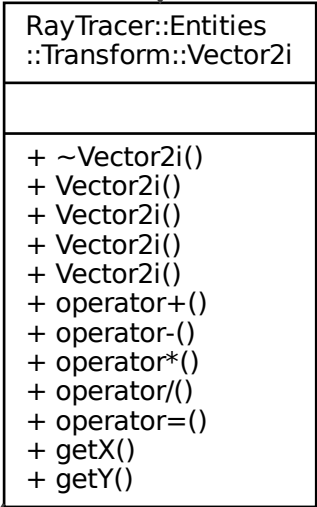
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-\_y  
-\_z



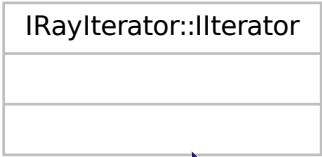
-\_normal  
-\_origin  
-\_step



-\_x  
-\_y



-\_x  
-\_y



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

-\_ray

-\_screenSize

