

IRaylterator::lterator

```
classDiagram
    class IRaylterator {
        <<lterator>>
    }
    class RayTracer {
        PluginsExt
        Camera {
            FullCustom
            CustomRaylterator {
                <<lterator>>
            }
        }
    }
    IRaylterator <|-- RayTracer.PluginsExt
    IRaylterator <|-- RayTracer.Camera.FullCustom
    IRaylterator <|-- RayTracer.Camera.CustomRaylterator
```

RayTracer::PluginsExt
::Camera::FullCustom
::CustomRaylterator::lterator

- _cameraPos
- _screenSize
- _fovXYZ
- _fov
- _x
- _y
- _normal
- _ray

- + lterator()
- + operator++()
- + operator*()
- + operator==()
- + operator!=()
- + toString()
- + operator=()