

IRaylterator::lterator

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

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

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

+ Iterator()  
+ operator++()  
+ operator\*()  
+ operator==()  
+ operator!=()  
+ toString()  
+ operator=()