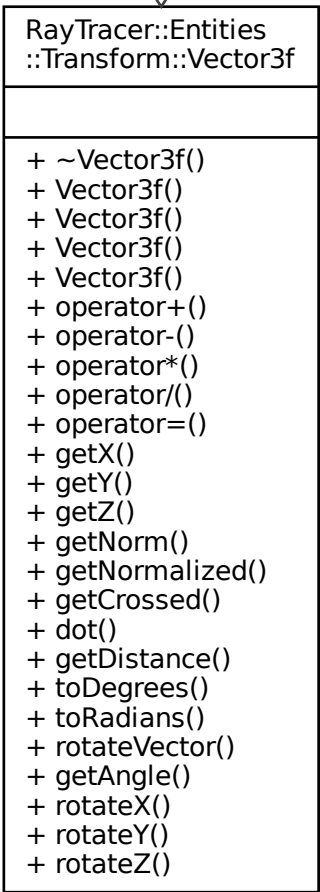
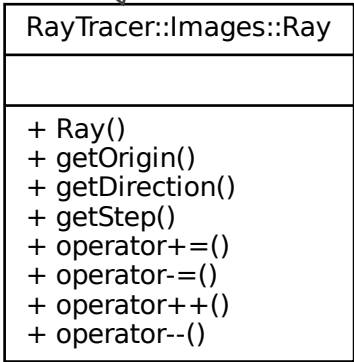




-\_x  
-\_y  
-\_z



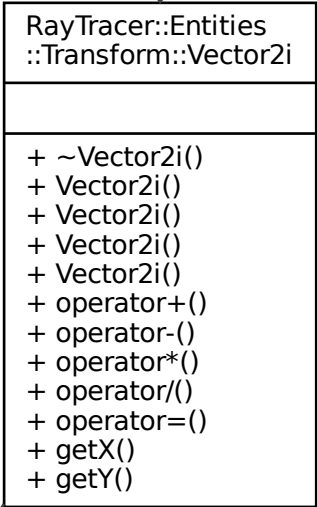
-\_normal  
-\_origin  
-\_step



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

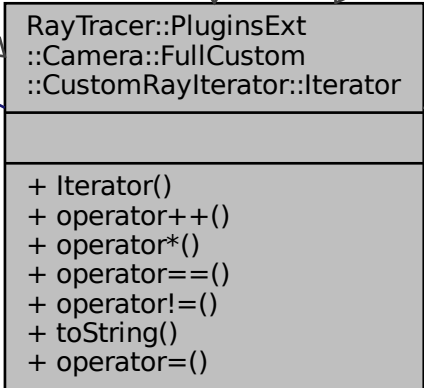
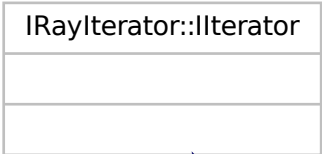


-\_x  
-\_y



size\_t

-\_x  
-\_y



-\_ray

-\_screenSize