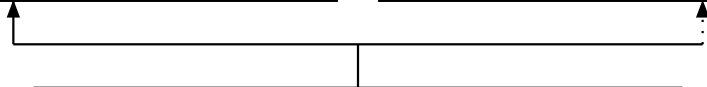


ph::RenderWork

ph::IMoveOnly



ph::ReceiverSamplingWork