PointRenderMode::Sphere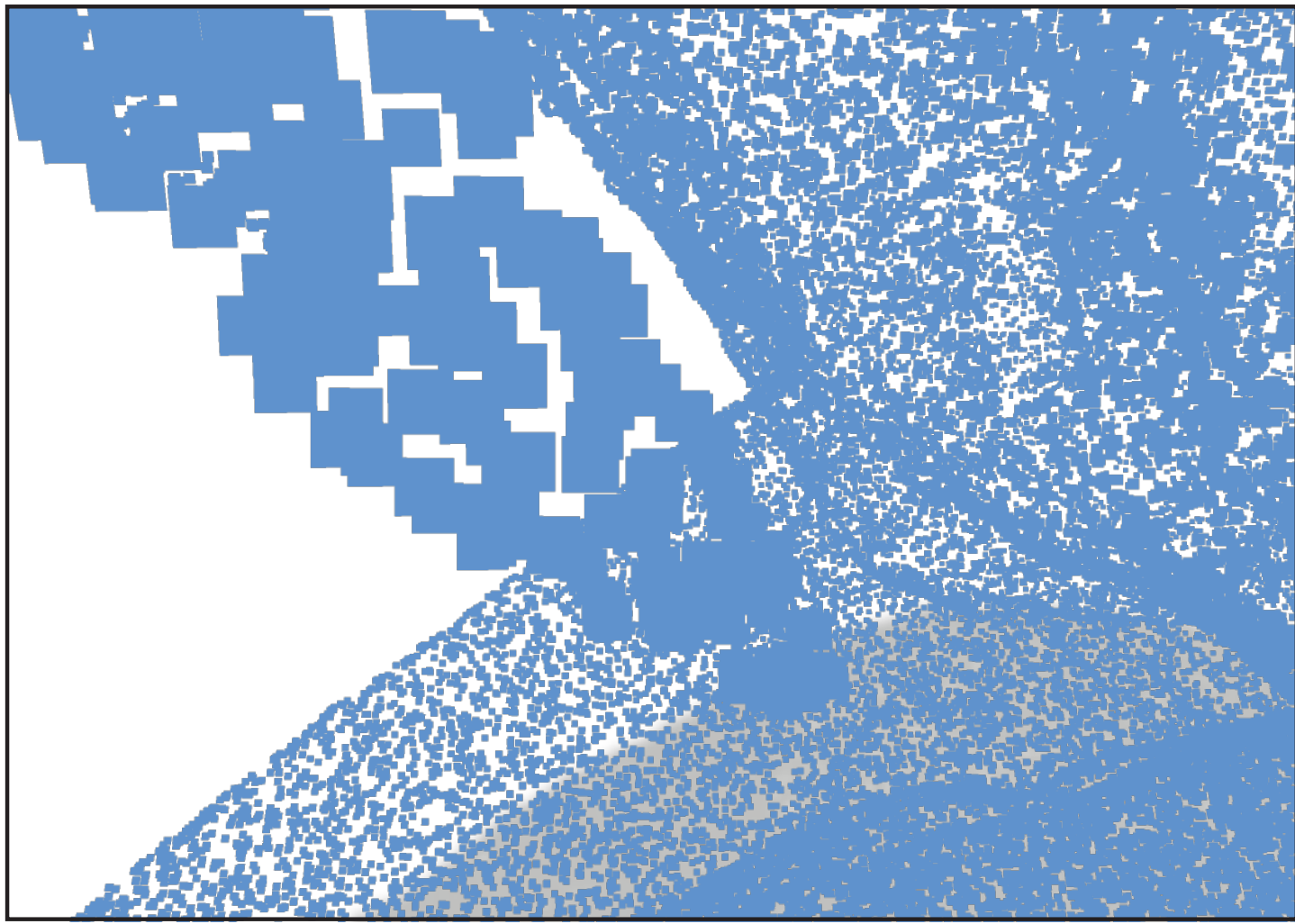   PointRenderMode::Quad