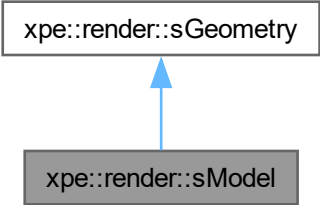


xpe::render::sGeometry



```
graph BT; A[xpe::render::sSphere] --> B[xpe::render::sGeometry]
```

xpe::render::sSphere