

position

x y z w

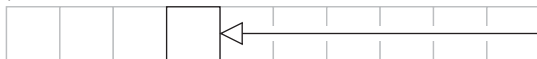
rotation

x y z

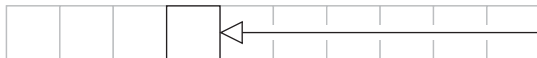
type



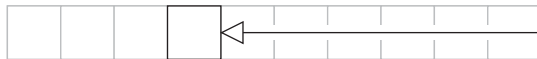
positions



rotations



infos



0

i

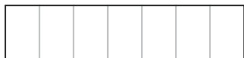
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positions



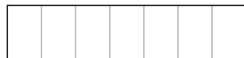
+

rotations



+

infos



copy



shared memory