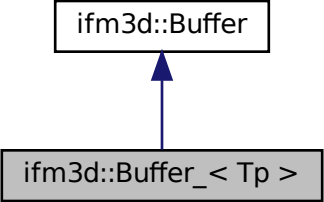


ifm3d::Buffer



ifm3d::Buffer\_< Tp >