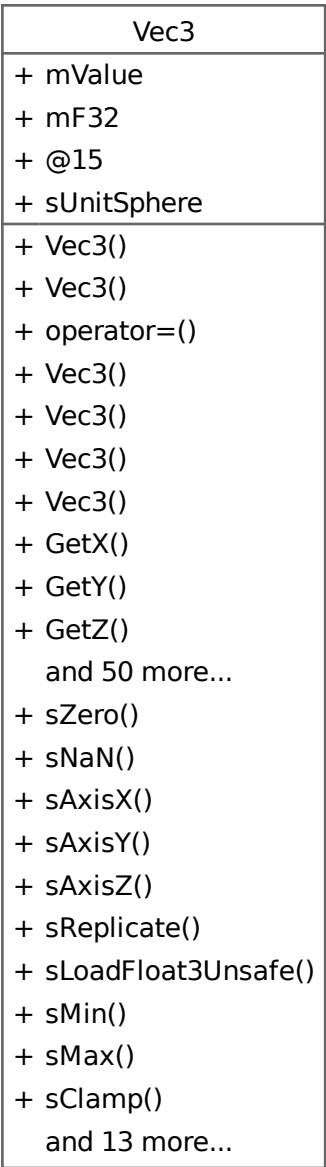
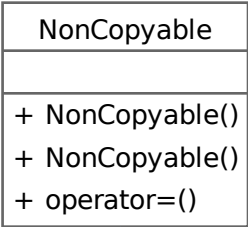
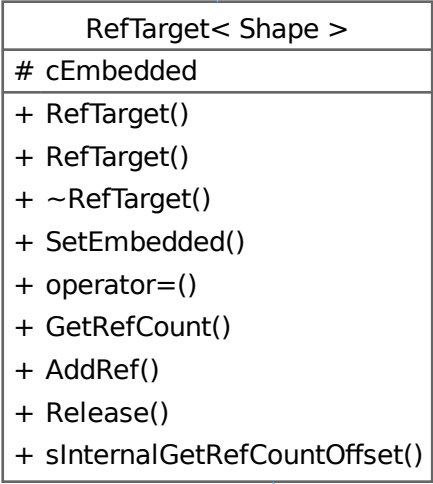


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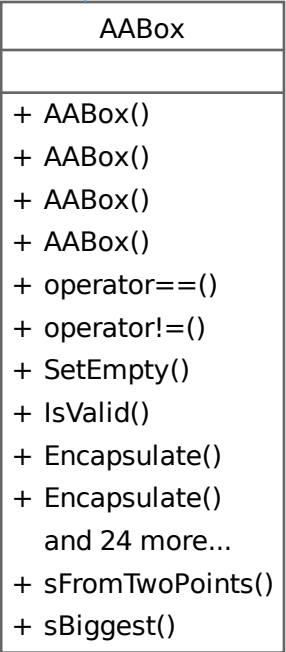


+mMax  
+mMin



+mShape

+mDirection  
+mScale



+mShapeWorldBounds

