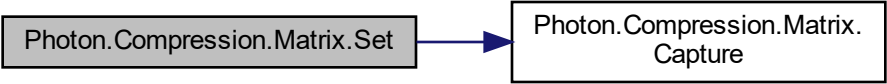


Photon.Compression.Matrix.Set



```
graph LR; A[Photon.Compression.Matrix.Set] --> B[Photon.Compression.Matrix.Capture]
```

Photon.Compression.Matrix.
Capture