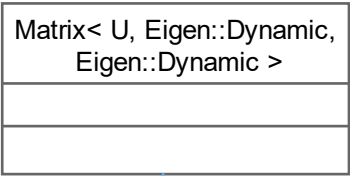
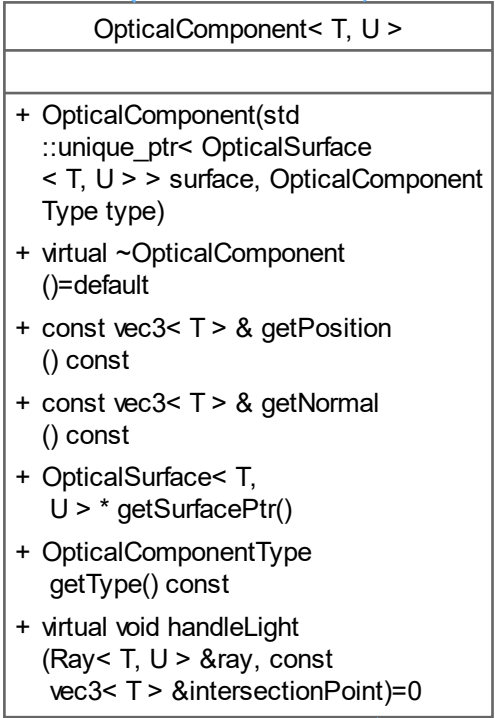


#surface

#type



-pixelHeight
-pixelWidth

-pixelGrid

