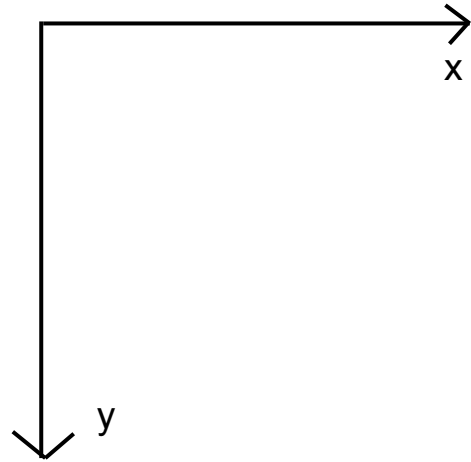


World point
system



screen point
system



viewPort
system