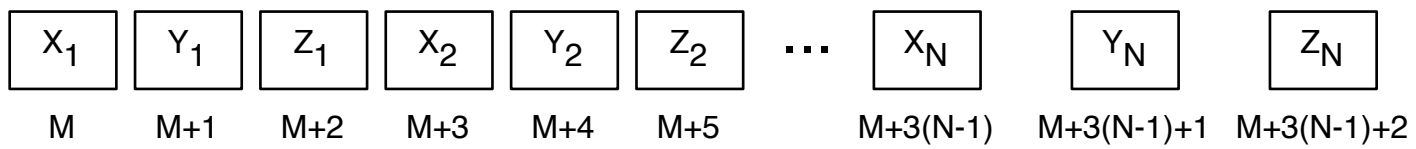


A

```
struct {  
    float X;  
    float Y;  
    float Z;  
}
```

B



C

