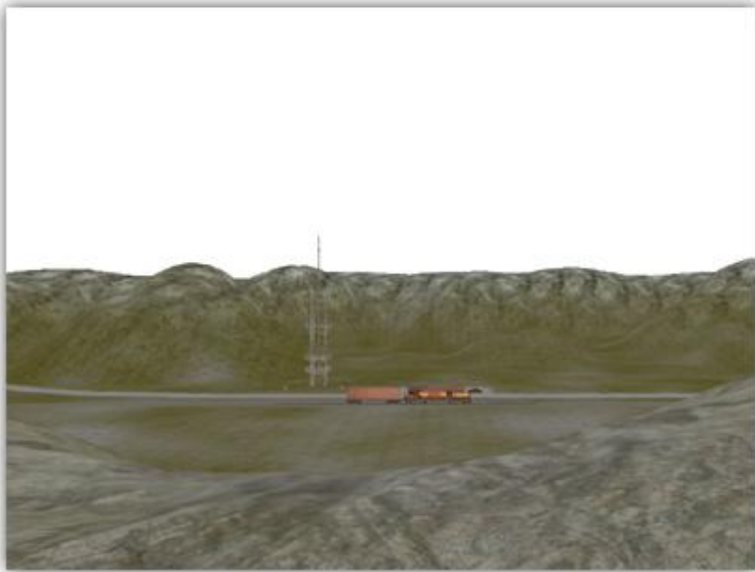
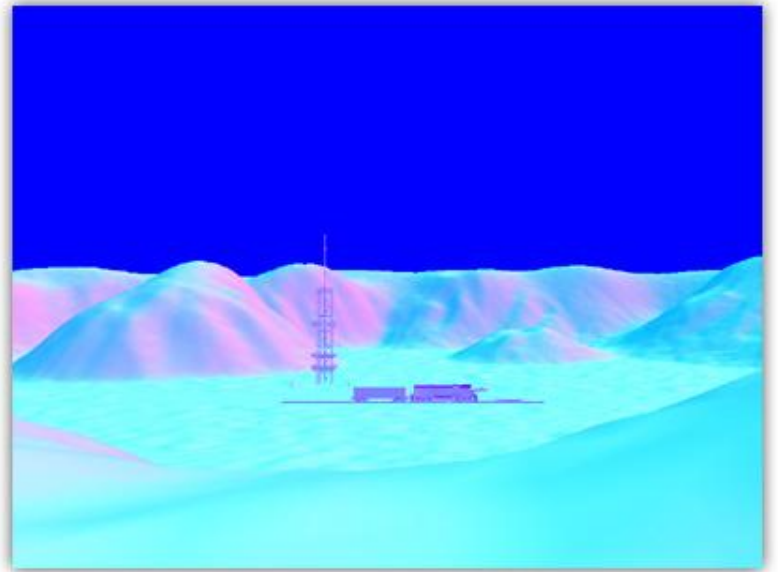
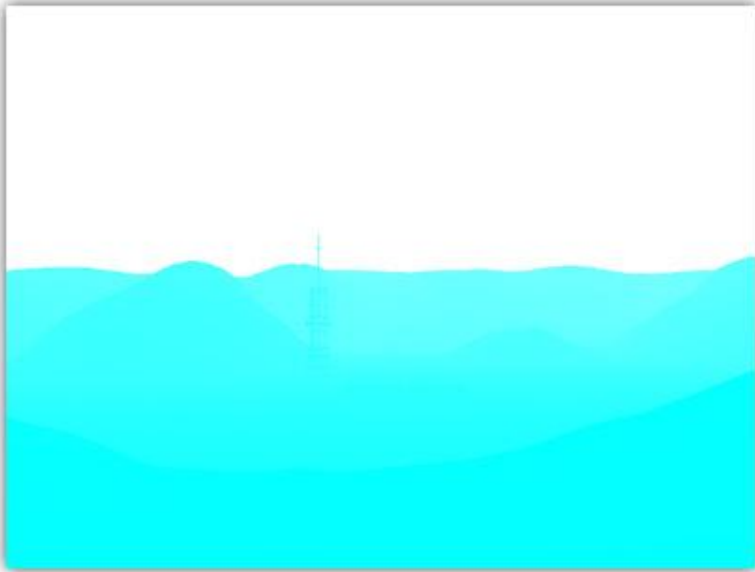
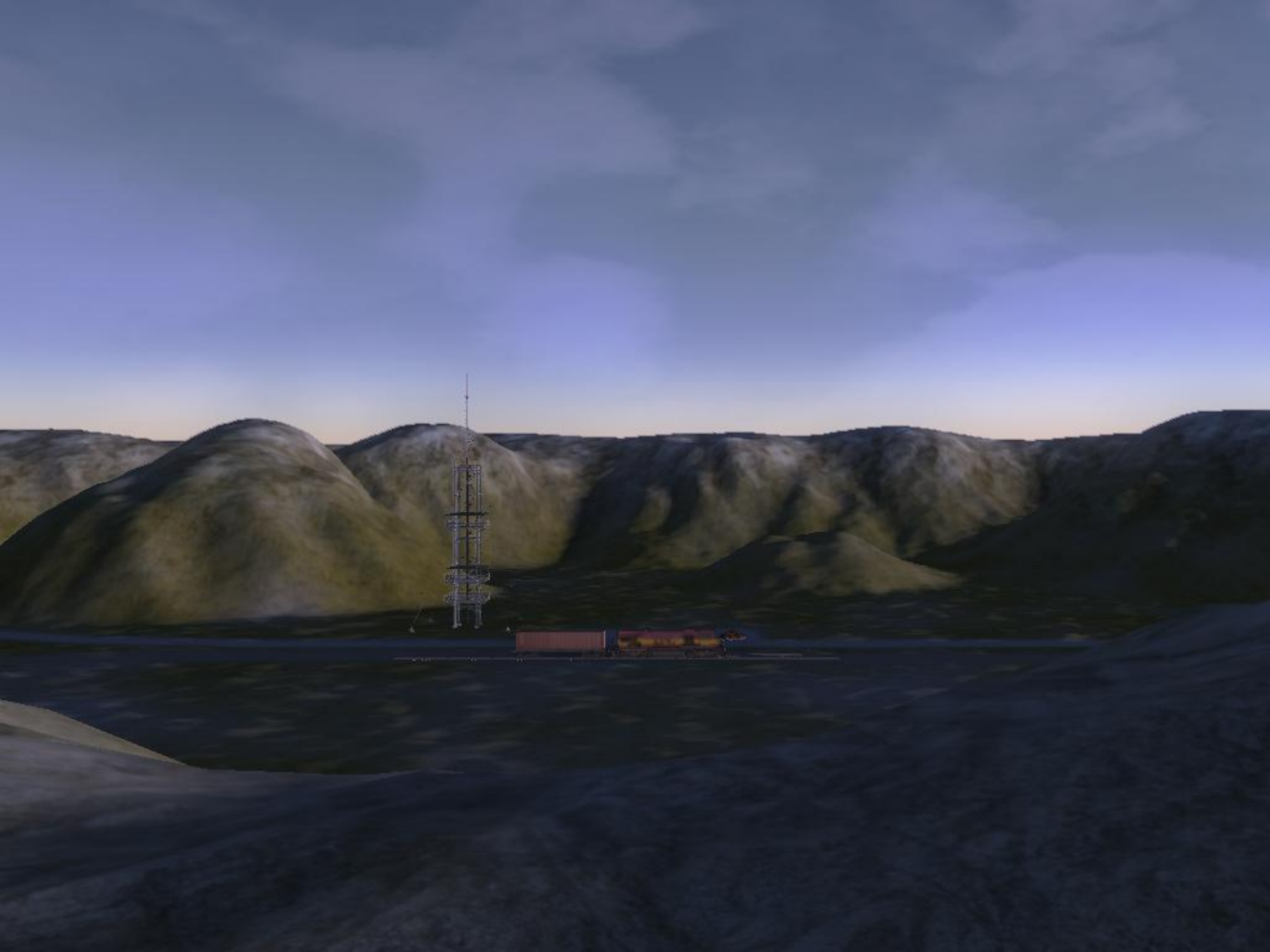
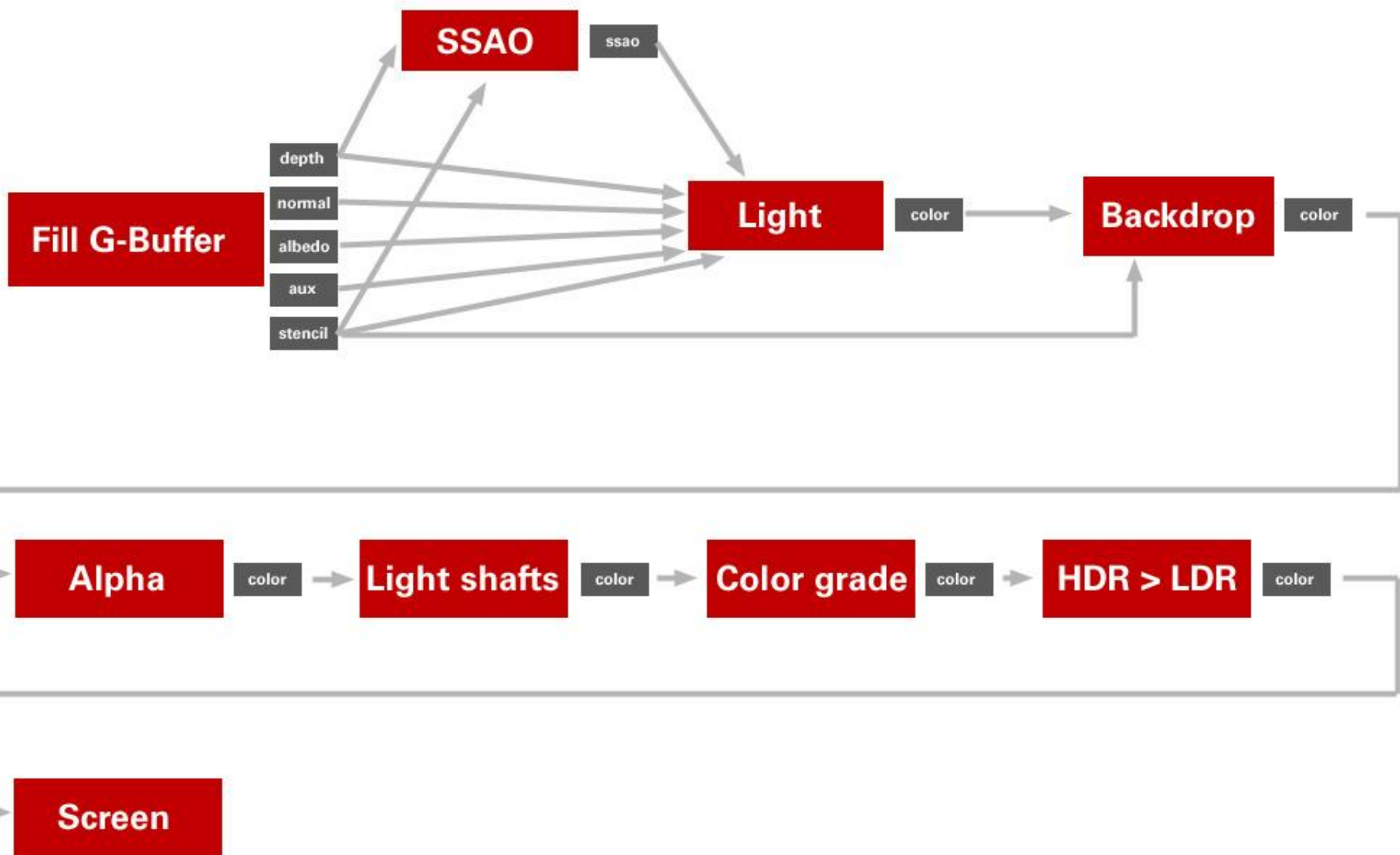
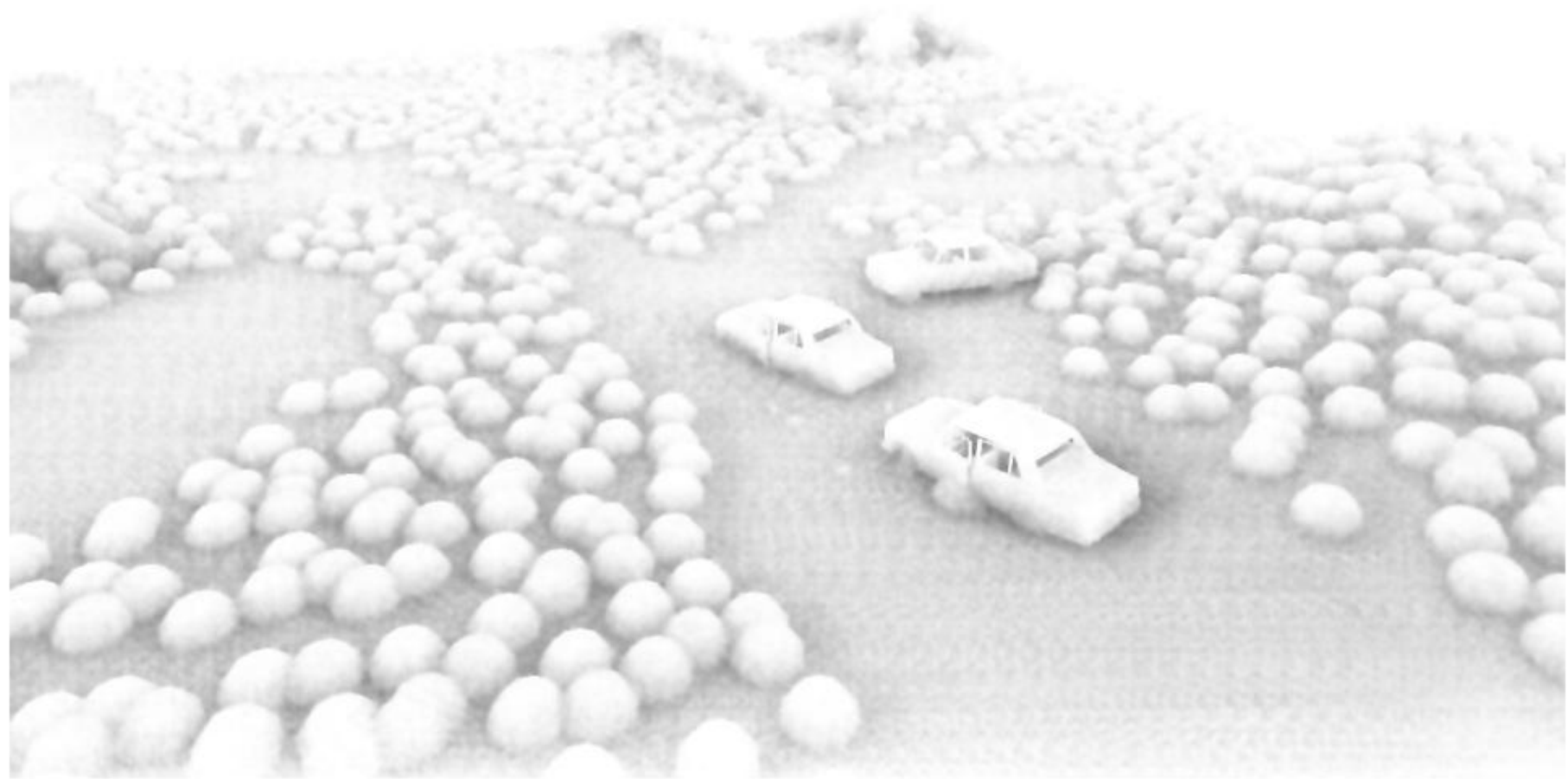


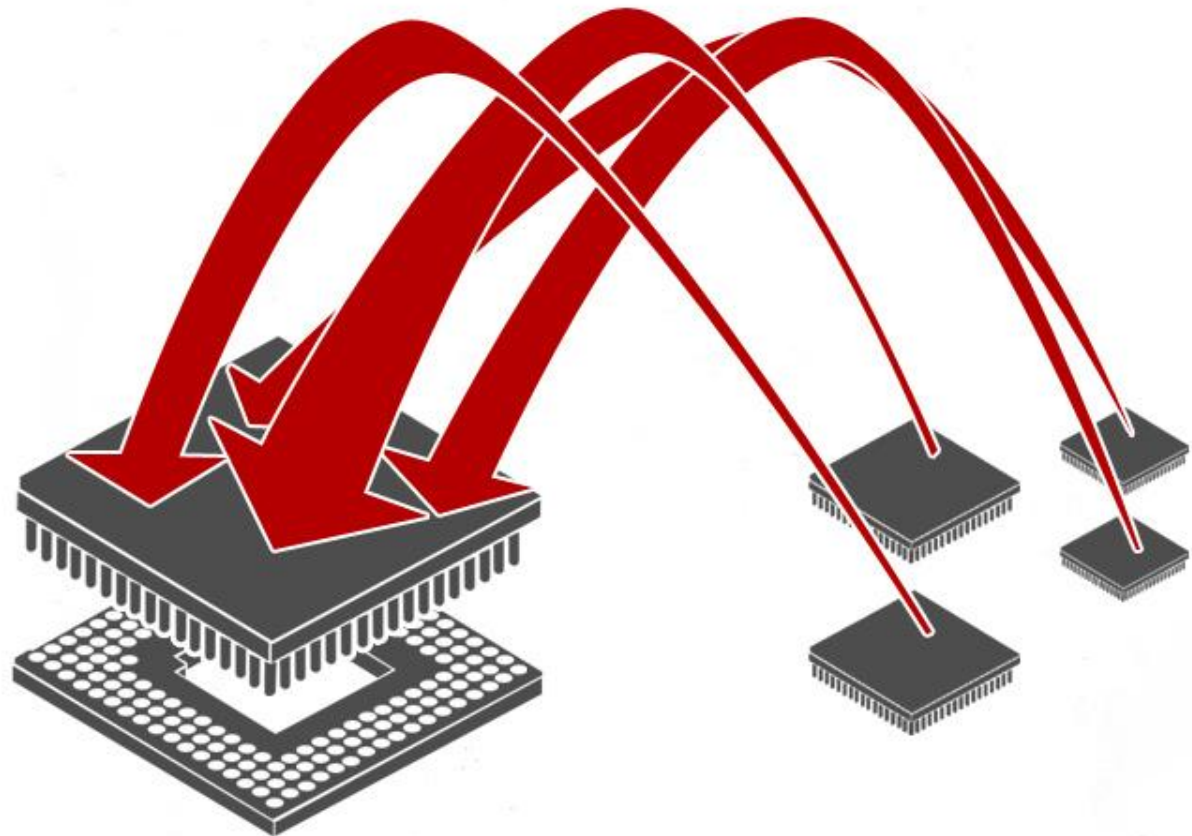
VERGENCE **''**





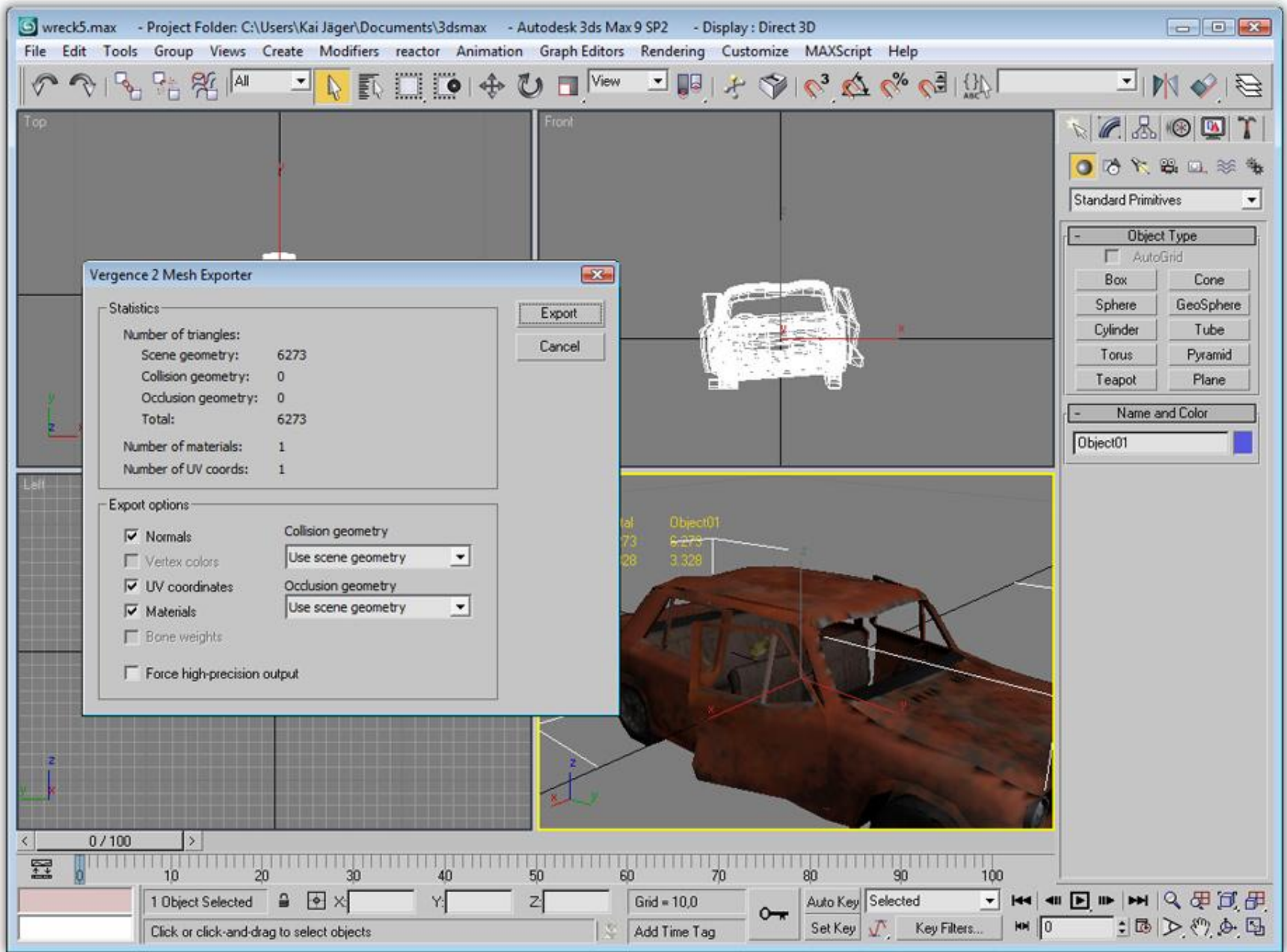


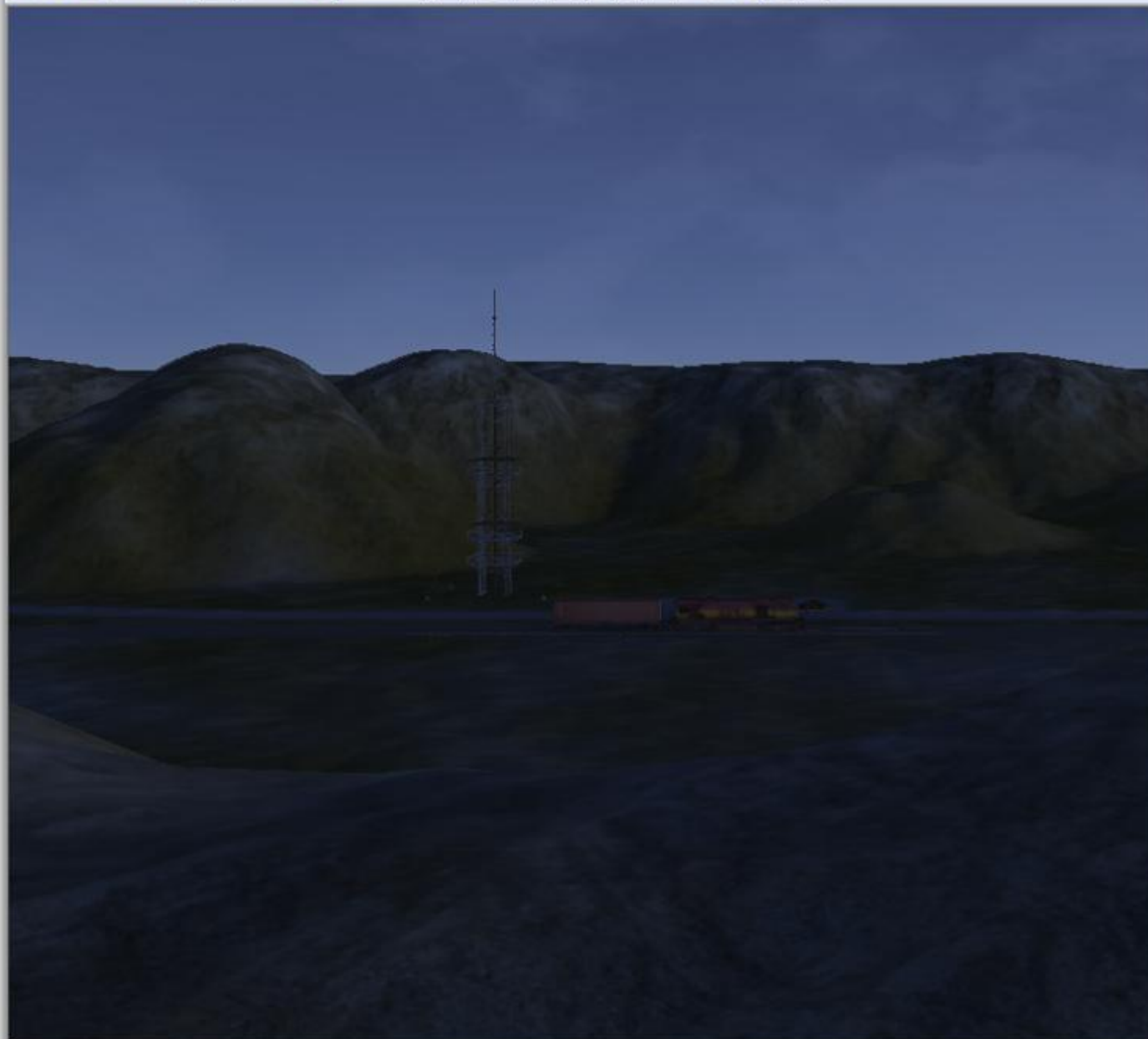




```
Query sceneQuery;
```

```
nodes = sceneQuery.From(scene).Where(  
    Predicate::Not(  
        Predicate::Inherits(PointLight::GetClass())  
    ).And(  
        Predicate::IsCulled()  
    )  
).Select();
```





Create Properties Terrain Graph

Node	
Id	Sun0
Translation	-0.431019; 0.901895; -0.0284
Scaling	1; 1; 1
Rotation	0; 0; 0; 1
Light	
Enabled	True
ShadowCast	False
DiffuseColor	1; 1; 1; 1
R	1
G	1
B	1
A	1
SpecularColor	1; 1; 1; 1
Multiplier	1
DirectionalLight	
Direction	1; 0; 0
X	1
Y	0
Z	0

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Lines of code... and counting.