

lib3dv::device Class Reference

Classes

- struct capability
- struct property
- struct status
- struct version_info

Attributs

- static const unsigned short DEFAULT_PORT
- static const boost::posix_time::time_duration DEFAULT_TIMEOUT

Dbitefile

RecordCallback

std::fonction

OutputCallback

std::fonction

Output

Camera

Calibrate

lib3dv::calibration::camera_intrinsics Struct Reference

Attributs

- float m_u0
- float m_v0
- float m_ku
- float m_kv

<<Interface>>

Callback

std::fonction

PacpusComponent

input

Output

