

depth\_clustering::Pose

+ Pose()  
+ Pose()  
+ Pose()  
+ Pose()  
+ x()  
+ y()  
+ z()  
+ theta()  
+ likelihood()  
+ SetX()  
+ SetY()  
+ SetZ()  
+ SetTheta()  
+ SetPitch()  
+ SetRoll()  
+ SetYaw()  
+ SetLikelihood()  
+ ToLocalFrameOf()  
+ InLocalFrameOf()  
+ InLocalFrameOf()  
+ operator=()  
+ operator=()  
+ operator=()  
+ operator=()  
+ operator-()  
+ Print2D()  
+ Print3D()  
+ ToVector6f()  
+ FromVector6f()

#\_sensor\_pose  
#\_pose

depth\_clustering::Cloud

#\_points  
#\_projection

+ Cloud()  
+ Cloud()  
+ Cloud()  
+ ~Cloud()  
+ points()  
+ pose()  
+ pose()  
+ sensor\_pose()  
+ sensor\_pose()  
+ push\_back()  
+ size()  
+ empty()  
+ reserve()  
+ operator[]()  
+ operator[]()  
+ at()  
+ at()  
+ Resize()  
+ SetPose()  
+ projection\_ptr()  
+ projection\_ptr()  
+ PointsProjectedToPixel()  
+ TransformInPlace()  
+ Transform()  
+ SetProjectionPtr()  
+ InitProjection()  
+ FromImage()