

rgbd_slam::primitiveDetection::Primitive

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graph BT; Cylinder[rgbd_slam::primitiveDetection::Cylinder] --> Primitive[rgbd_slam::primitiveDetection::Primitive]; Plane[rgbd_slam::primitiveDetection::Plane] --> Primitive;
```

rgbd_slam::primitiveDetection::Cylinder

rgbd_slam::primitiveDetection::Plane