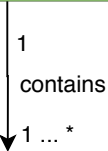
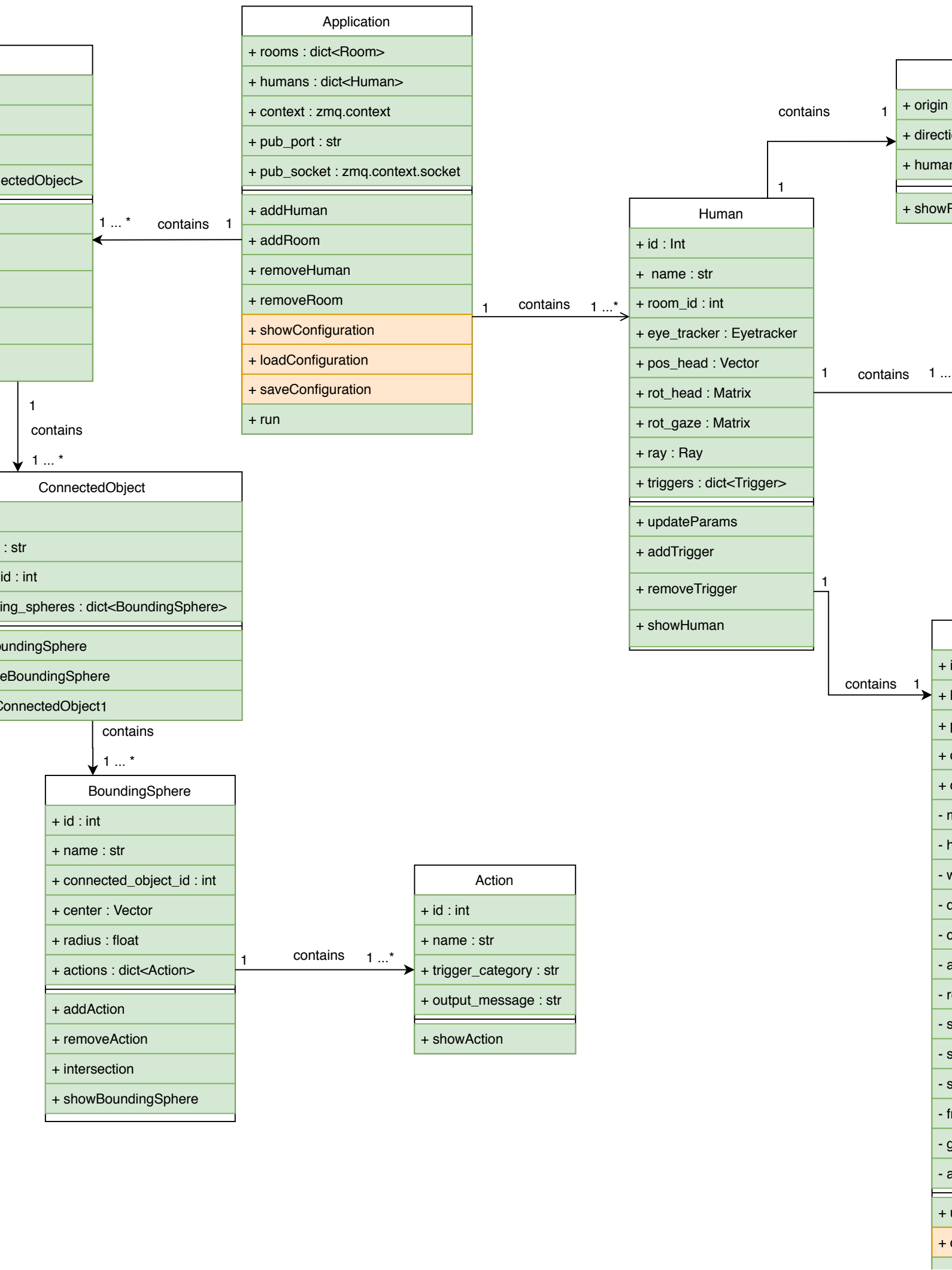


Room	
+ id : Int	
+ name : str	
+ tags : dict<Tag>	
+ connected_objects : dict<Conn	
+ addTag	
+ addConnectedObject	
+ removeTag	
+ removeConnectedObject	
+ showRoom	



Tag	
+ family : str	
+ family_id : int	
+ id : int	
+ name : str	
+ room_id : int	
+ size : float	
+ pos : Vector	
+ rot : Matrix	
+ showTag	

+ id : int	
+ name	
+ room_	
+ bound	
+ addBo	
+ remov	
+ showC	



Ray
+ direction : Vector
+ position : Vector
+ human_id : int
Ray

Trigger
+ id : int
+ human_id : int
+ trigger_category : str
+ state : bool
- port : int
- topic : str
- messageOn : str
- messageOff : str
+ catchTrigger
+ showTrigger

Vector
+ norm
+ normalize
+ x
+ y
+ z
+ showVector

EyeTracker
+ id : int
+ human_id : int
+ port : int
+ detected_tags : dict<DetectedTag>
+ detected_norm_pos : [float,float]
+ matrix : Matrix
+ n : int
+ v : int
+ list : np.array
+ context : zmq.context
+ addr : string
+ req : zmq.context.socket
+ sub_port : string
+ sub_frame : zmq.context.socket
+ sub_gaze : zmq.context.socket
+ frames_reader : Thread
+ gaze_reader : Thread
+ at_detector : detector
+ updateFrame
+ checkConnection

Matrix
+ showMatrix

DetectedTag
+ family : str
+ family_id : int
+ id : int
+ translation : Vector
+ rotation : Matrix
+ showDetectedTag

1 contains 1 ... \*





always_recv_frame
always_recv_gaze
showEyeTracker