

scripts.camera\_calib.Baxter  
EyeHandCalib

- + left\_arm
- + right\_arm
- + aruco\_pose
- + aruco\_pose2
- + aruco\_pose3
- + pose\_data\_filled
- + pose2\_data\_filled
- + pose\_pos
- + pose\_ori
- + pose2\_pos
- + pose2\_ori
- + tf
- + br

- + \_\_init\_\_()
- + broadcast\_frame()
- + aruco\_pose\_callback()
- + aruco\_pose2\_callback()
- + aruco\_pose3\_callback()
- + save\_calib\_data()
- + load\_calib\_data()
- + self\_calibrate()
- + get\_box\_transform()