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hull abstraction::Preprocessor

    approximate voxel grid

- statistical outlier
removal

    pass through

- conditional removal
- radius outlier removal
- normal estimation
- moving least squares
- mls points
+ Preprocessor()
+ ~Preprocessor()
+ voxelGridFilter()
+ statisticalFilter()
+ passThroughFilter()
+ conditionalFilter()
+ radiusFilter()
+ appendNormalEstimation()
+ movingLeastSquares()
+ Preprocessor()
and 8 more...
                -pp
 moving least squares
  node::MovingLeastSquares
 - nh
 - pub
 - sub
 - output msg
```

+ MovingLeastSquares()

+ run()
- processing()