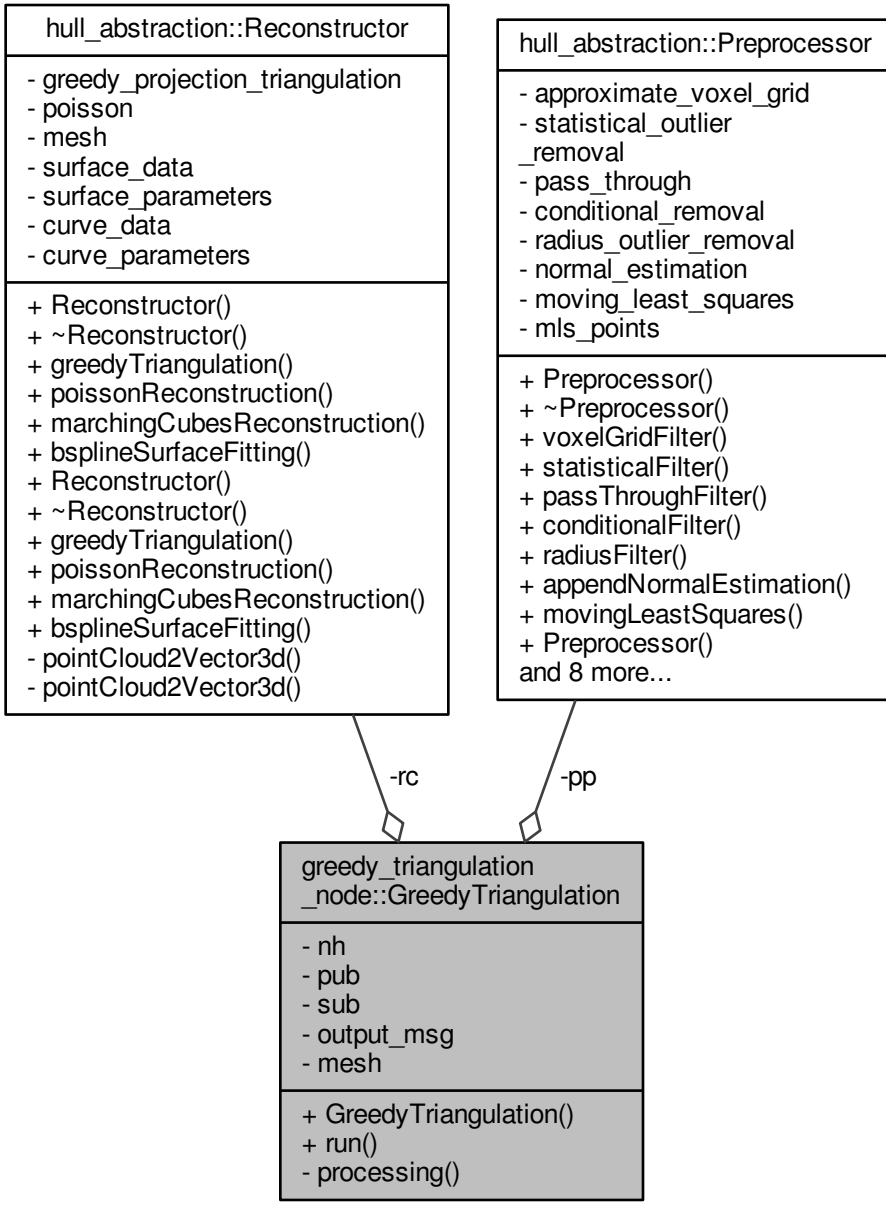
hull_abstraction::Reconstructor
- greedy_projection_triangulation
- poisson
- mesh
- surface_data
- surface_parameters
- curve_data
- curve_parameters
+ Reconstructor()
+ ~Reconstructor()
+ greedyTriangulation()
+ poissonReconstruction()
+ marchingCubesReconstruction()
+ bsplineSurfaceFitting()
+ Reconstructor()
+ ~Reconstructor()
+ greedyTriangulation()
+ poissonReconstruction()
+ marchingCubesReconstruction()
+ bsplineSurfaceFitting()
- pointCloud2Vector3d()
- pointCloud2Vector3d()
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...
-rc
-pp
greedy_triangulation
_node::GreedyTriangulation
- nh
- pub
- sub
- output_msg
- mesh
+ GreedyTriangulation()
+ run()
- processing()