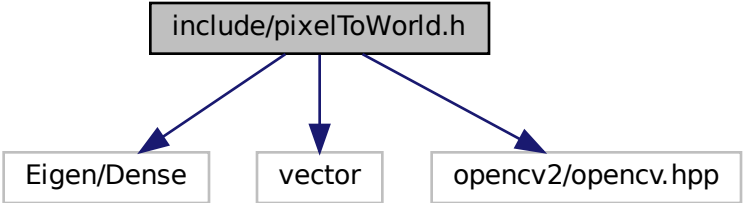


include/pixelToWorld.h



```
graph TD; A[include/pixelToWorld.h] --> B[Eigen/Dense]; A --> C[vector]; A --> D[opencv2/opencv.hpp];
```

Eigen/Dense

vector

opencv2/opencv.hpp