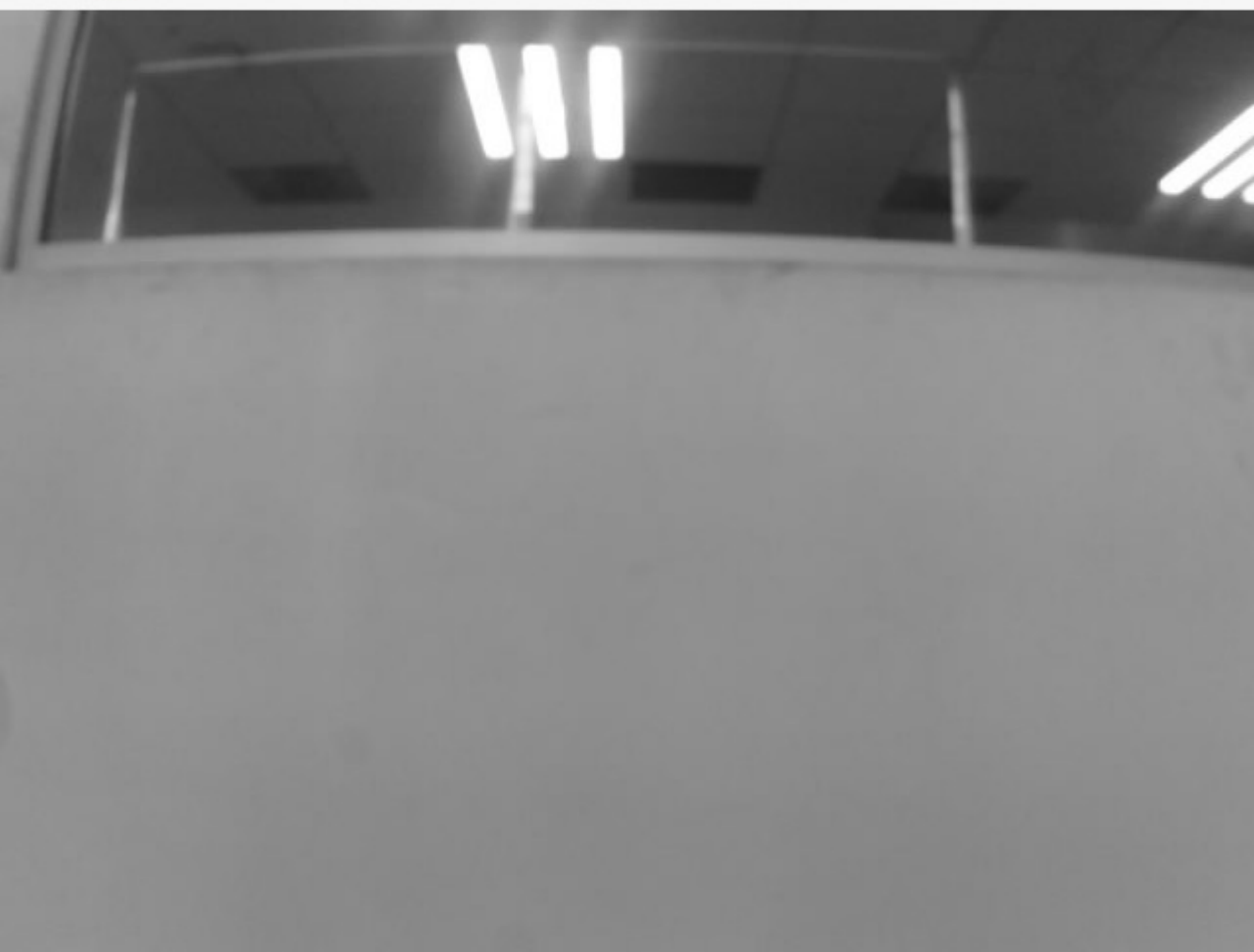


display

Camera type: 0  
0: pinhole  
1: fisheye

scale 0



CALIBRATE

SAVE

COMMIT

display

Camera type: 0  
0: pinhole  
1: fisheye

scale 0



CALIBRATE

SAVE

COMMIT

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