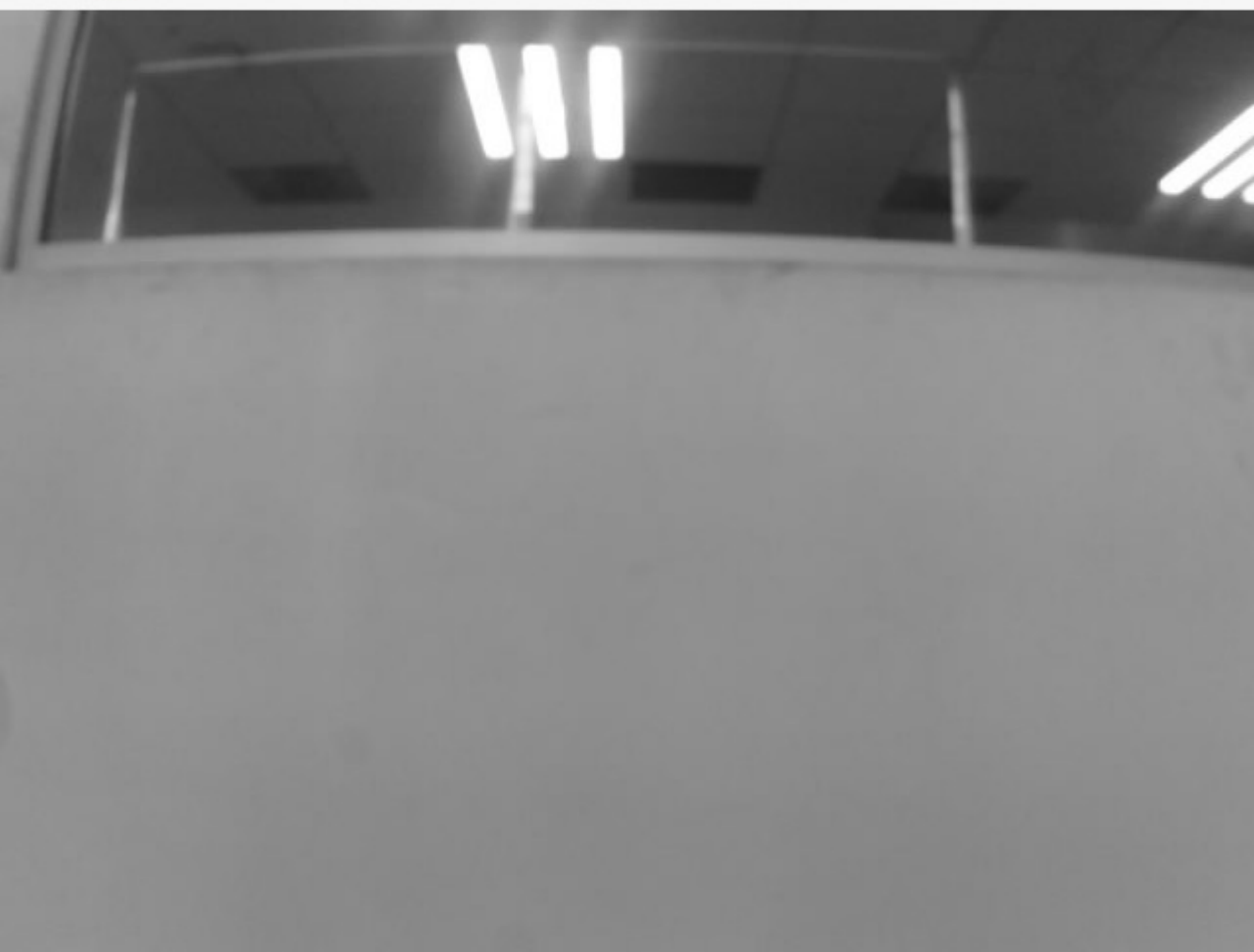


display

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