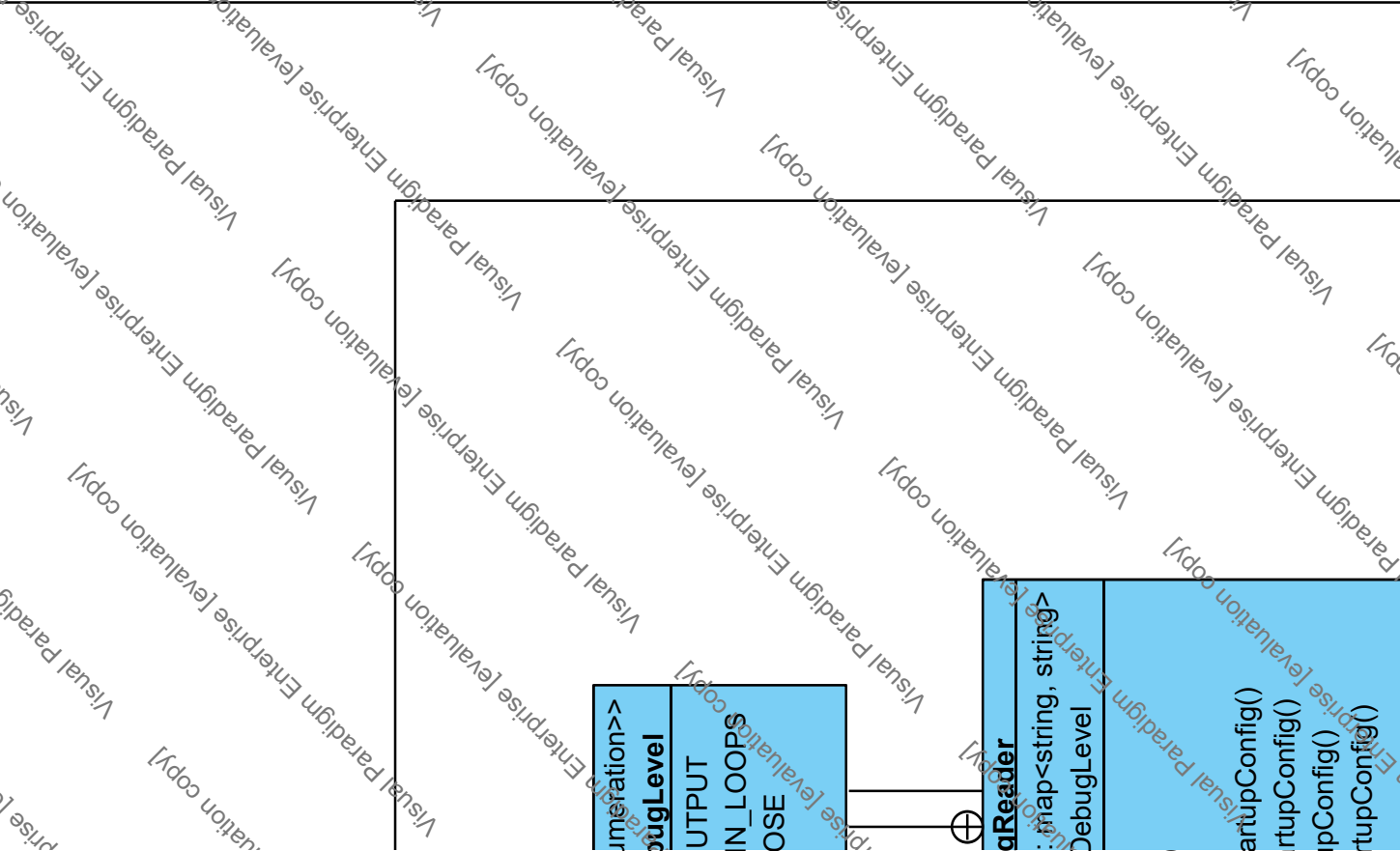


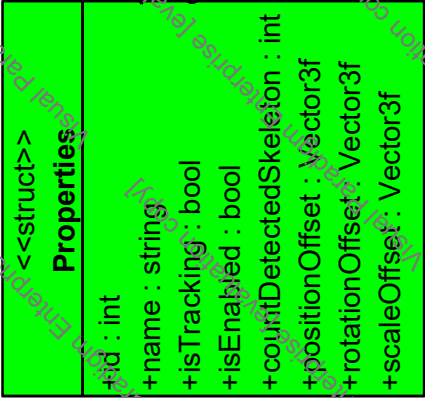
<<enum>>	Definition
NO_O	NO_O
NOT_I	NOT_I
VERB	VERB

Config
-m_startupConfig
-m_debugLevel
+ConfigReader()
+~ConfigReader()
+getDebugLevel()
+getStringFromSta
+getFloatFromSta
+getIntFromStartu
+getBoolFromSta
+readConfigFile()

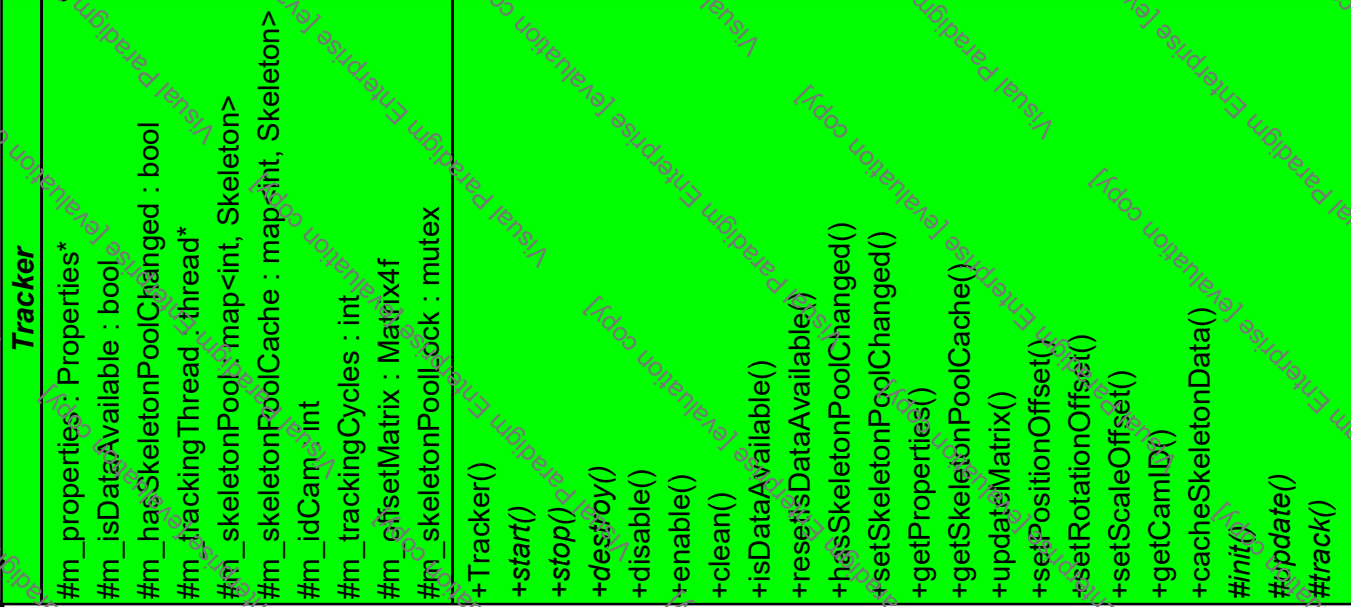
Iteration>>
DebugLevel
UTPUT
IN_LOOPS
OSE

qReader
::map<string, string>
DebugLevel
anupConfig()
rtupConfig()
pConfig()
rtupConfig()





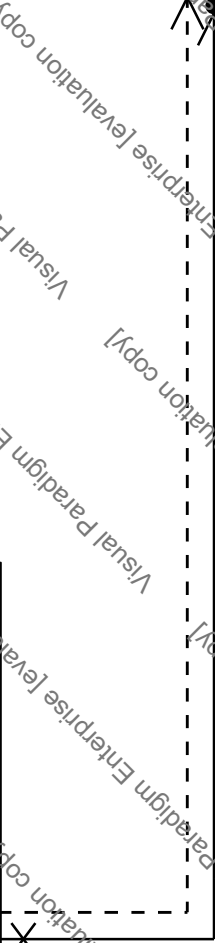
#m_properties




```
-clearInspector()
-addRowToInspector()
-toggleTrackingButtons()
-toQString()
```

```
+~CreateTrackerWindow()
```

Tracker



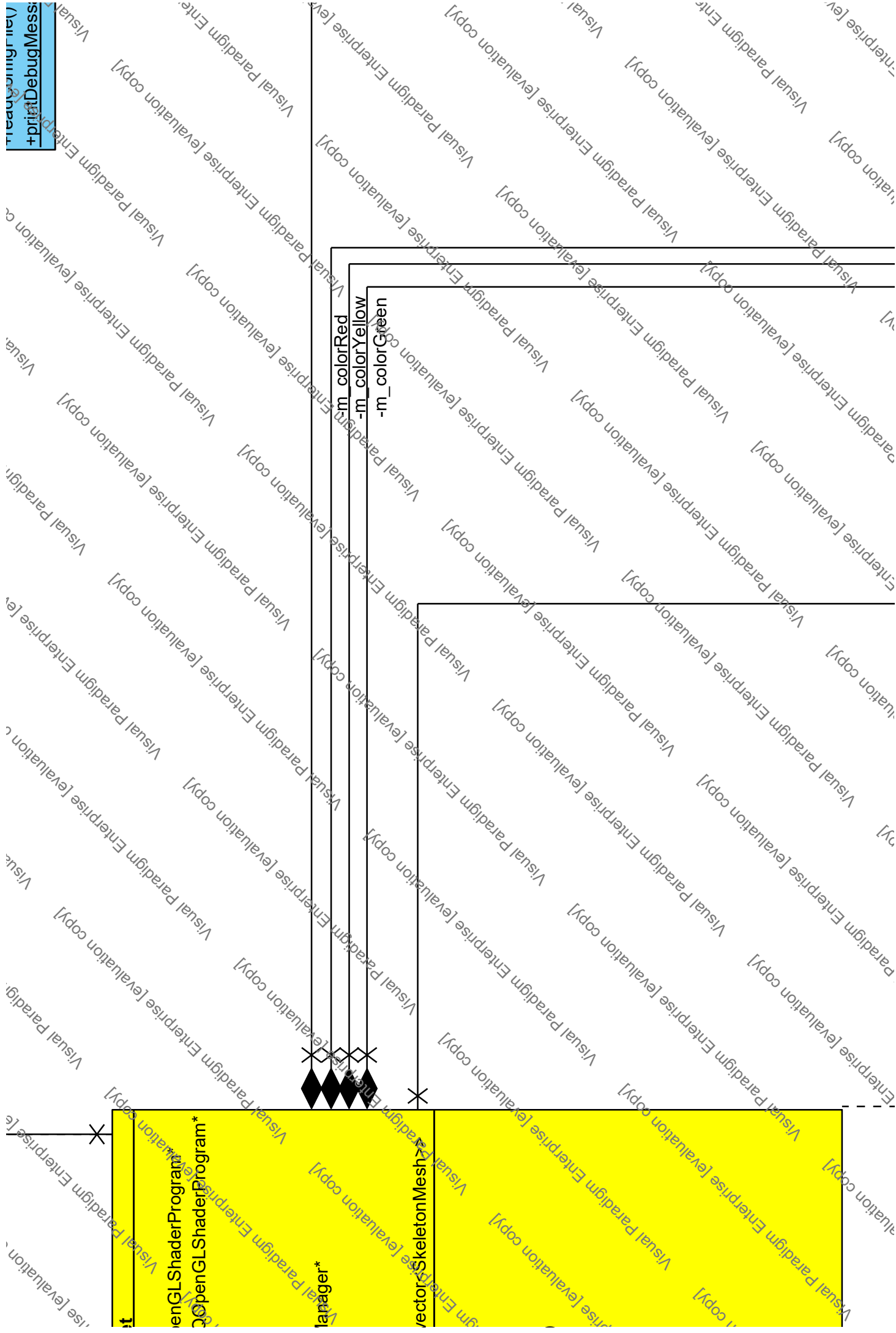
-m_oglRenderer

```
GLWidget
-m_worldMatrix : QMatrix4x4
-m_shaderProgram_texture : QOpenGLShaderProgram
-m_shaderProgram_confidence : QOpenGLShaderProgram
-m_meshGrid : Plane*
-m_camera : Camera
-lastPos : QPoint
-m_clearColor : QColor
-m_refTrackerManager : TrackerManager
-m_colorRed : Vector3
-m_colorYellow : Vector3
-m_colorGreen : Vector3
-m_skeletonMeshPool : QMap<int, Vector3>
+GLWidget()
~GLWidget()
+updateSkeletonMeshPoolSize()
+updateSkeletonMeshCount()
+updateSkeletonMeshTransform()
#initializeGL()
#paintGL()
#resizeGL()
#mousePressEvent()
#mouseMoveEvent()
#mouseReleaseEvent()
-init()
-createShaderProgram()
-createMeshes()
-renderMesh()
-renderSkeletonMesh()
```

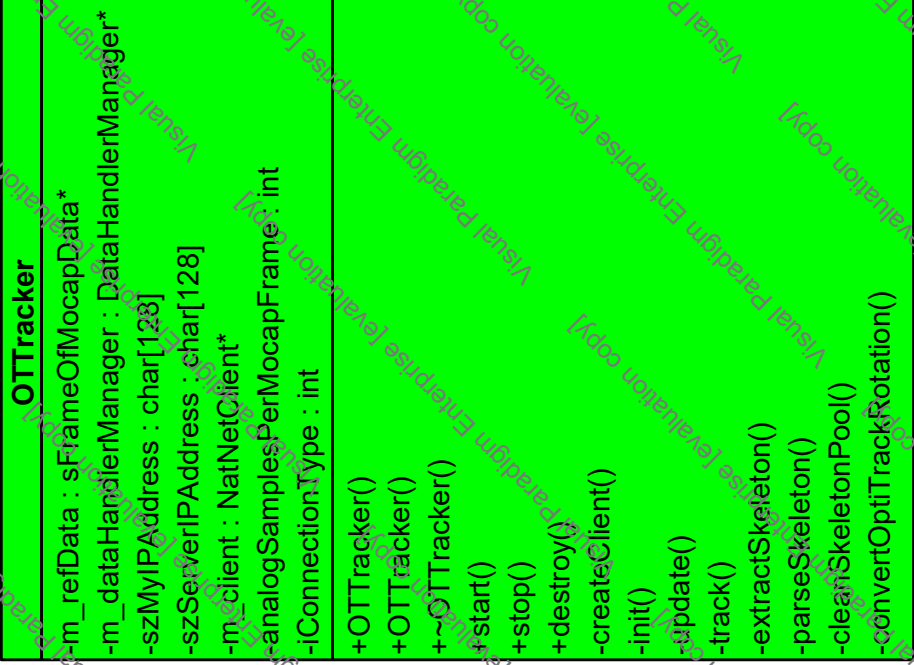
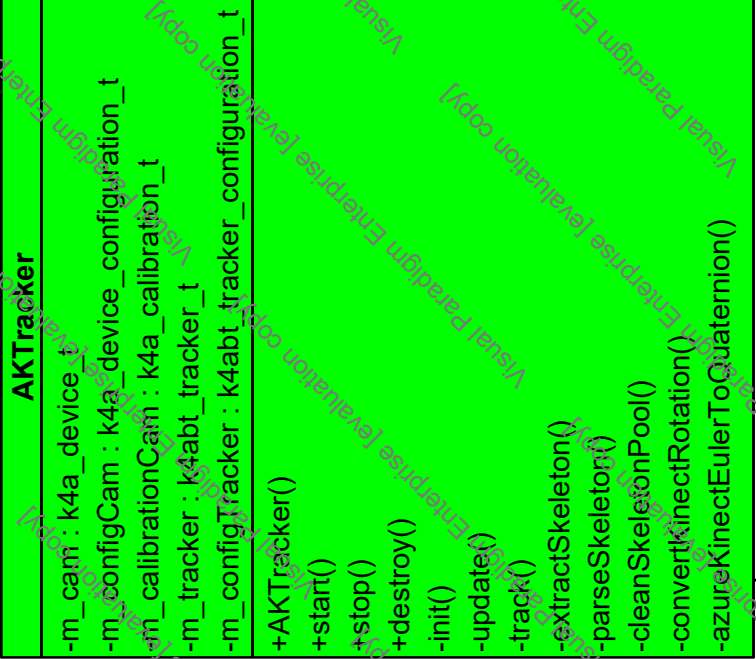
```
Joint
-m_position : Vector4f
-m_rotation : Quaternionf
-m_confidence JointConfidence
+Joint()
+Joint()
+getJointPosition()
+getJointRotation()
+getJointConfidence()
```

```
<<enumeration>>
JointConfidence
NONE
LOW
MEDIUM
HIGH
```





-m_configReader



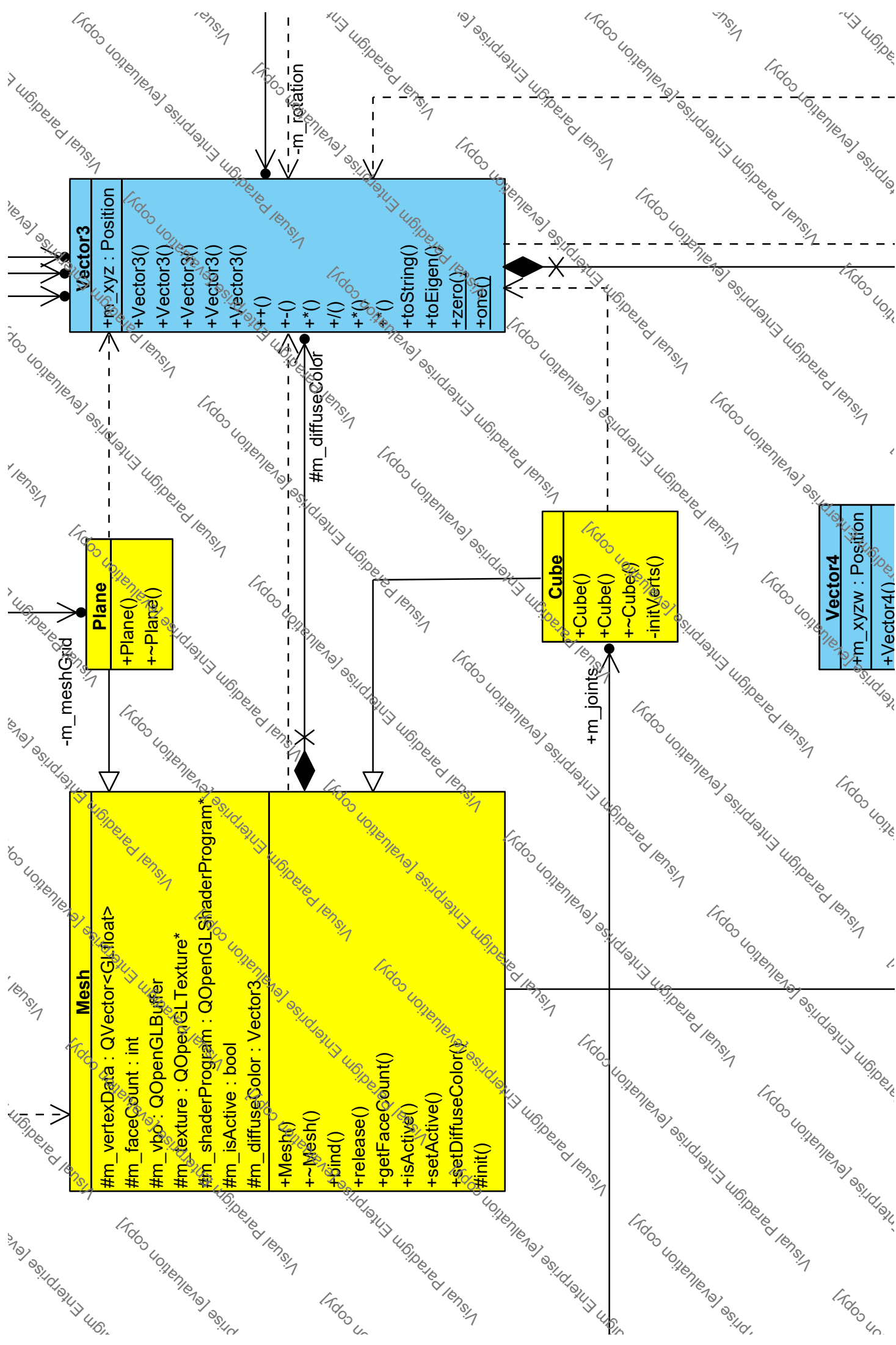


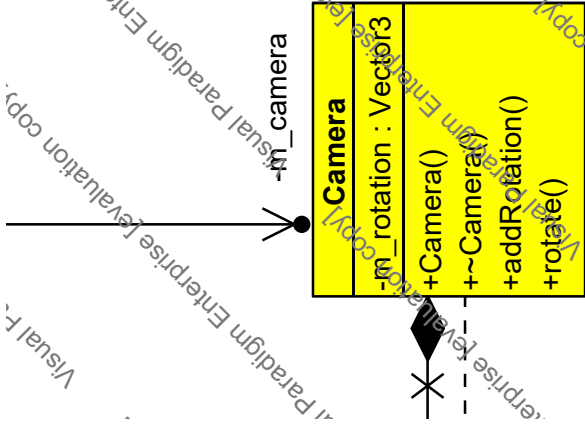
<<enumeration>>	
JointNames	
HIPS	
SPINE	
CHEST	
NECK	
SHOULDER_L	
ARM_L	
FOREARM_L	
HAND_L	
SHOULDER_R	
ARM_R	
FOREARM_R	
HAND_R	
UPLEG_L	
LEG_L	
FOOT_L	
TOE_L	
UPLEG_R	
LEG_R	
FOOT_R	
TOE_R	
HEAD	

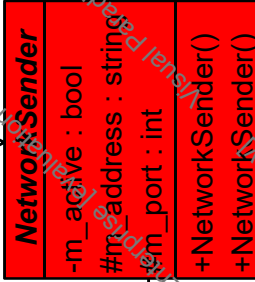
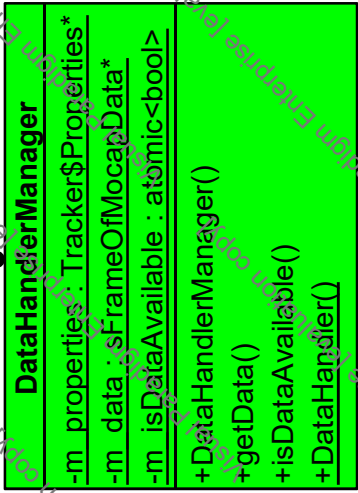
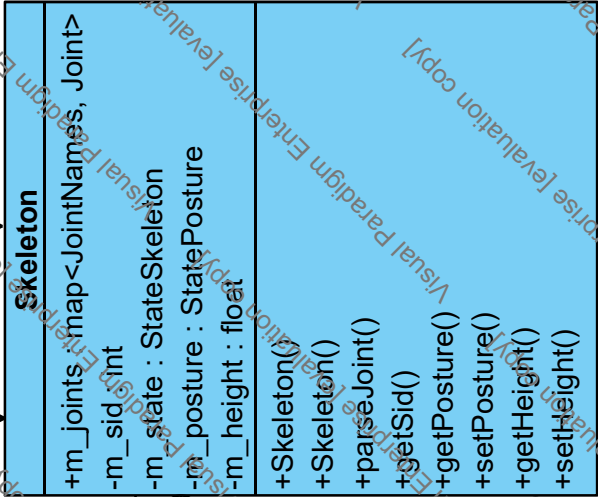
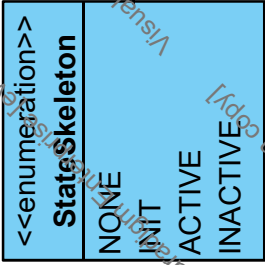
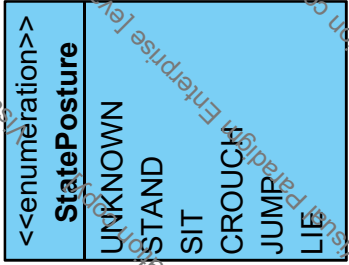
GLOBAL
<u>+toString()</u>
<u>+toString()</u>
<u>+QT_FORWARD_DECLARE_CLASS()</u>
<u>+main()</u>
<u>+eulerToMatrix()</u>
<u>+eulerToQuaternion()</u>
<u>+transformMatrix()</u>
<u>+quaternionToEuler()</u>
<u>+toString()</u>
<u>+toString()</u>
<u>+toString()</u>
<u>+MessageHandler()</u>

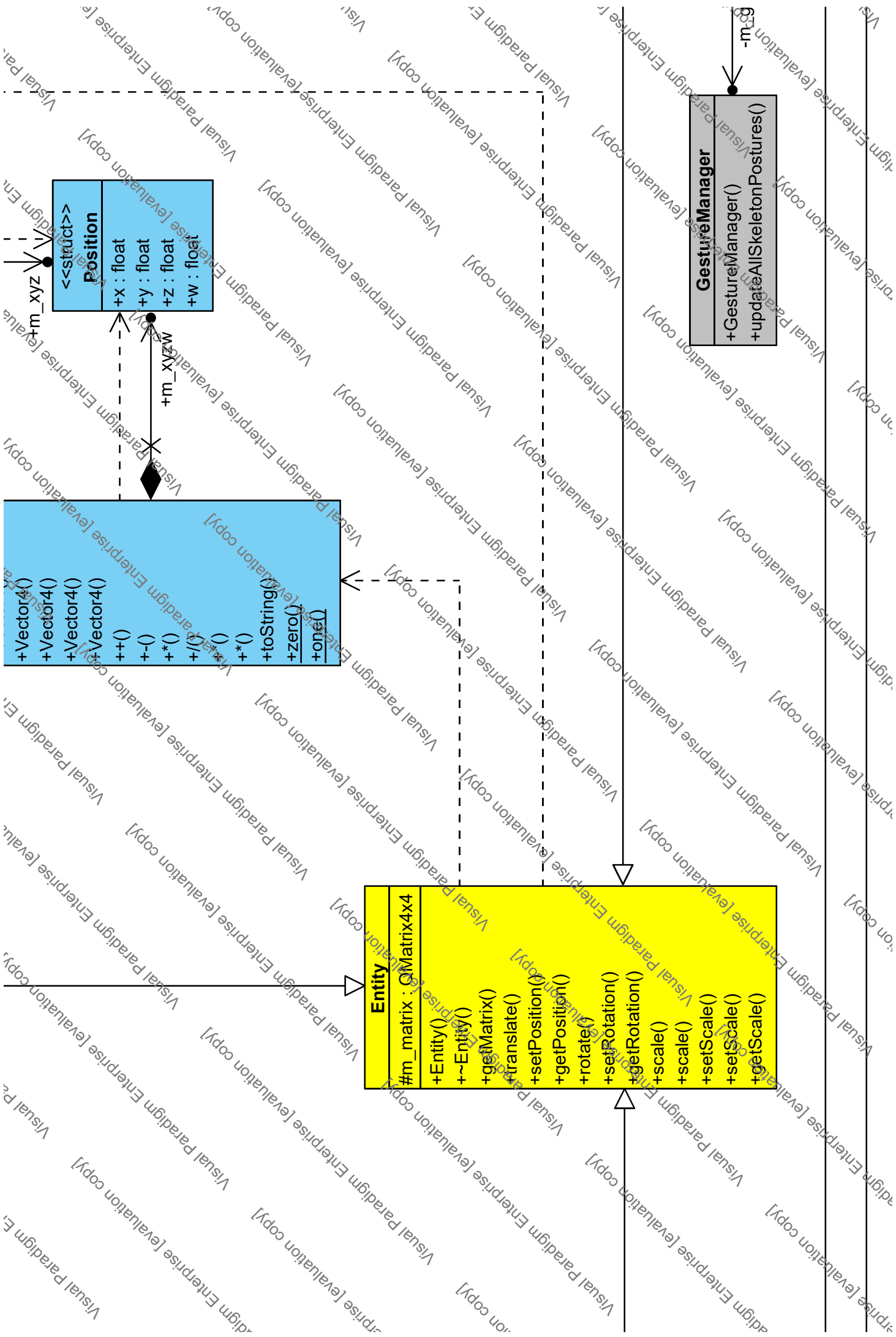
Console
<u>+messagePool : list<string></u>
<u>+log()</u>
<u>+logWarning()</u>
<u>+logError()</u>
<u>+printHeader()</u>
<u>+write ToLogfile()</u>

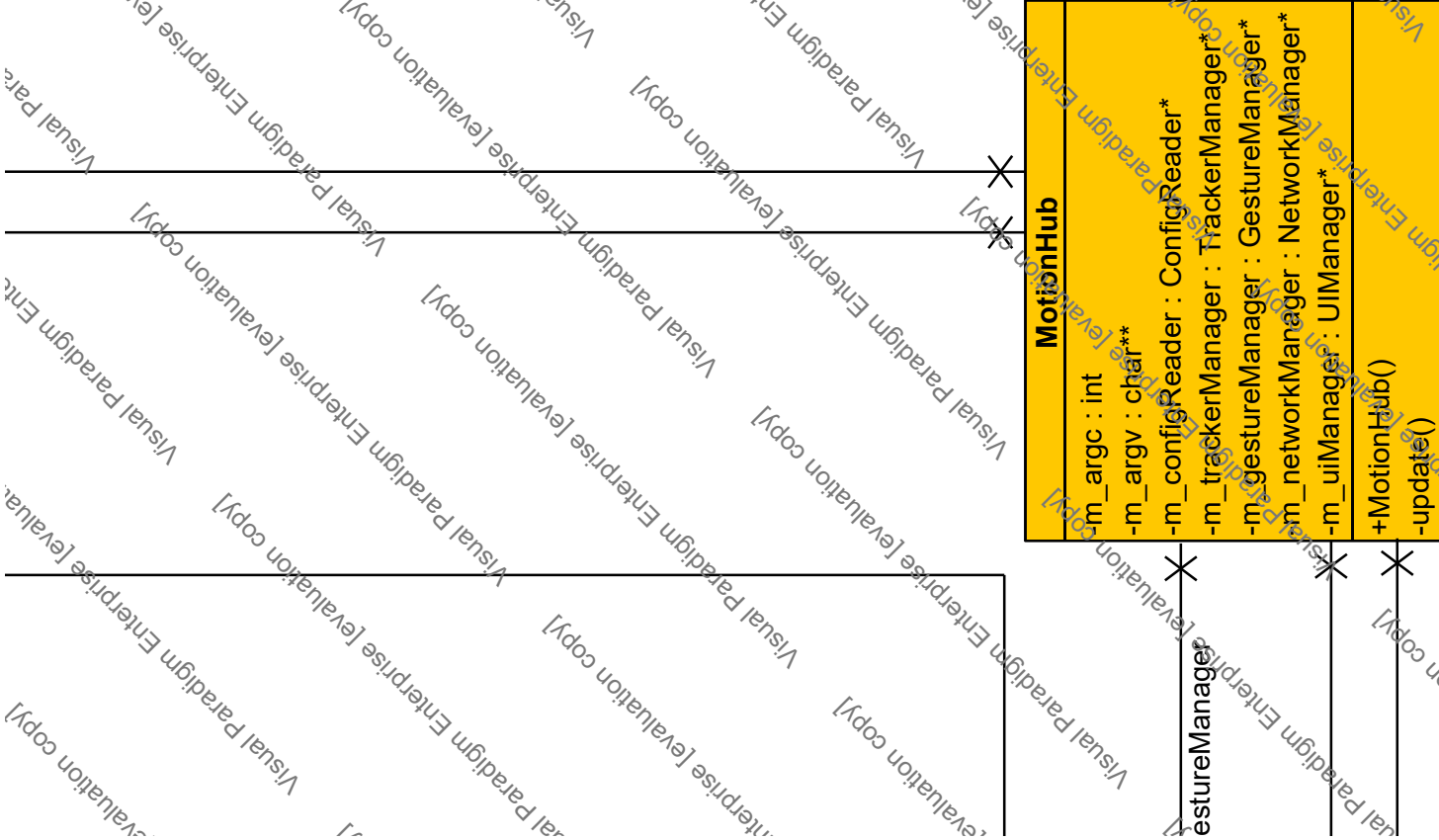
SkeletonMesh
<u>+m_joints : Cube [21]</u>
<u>+SkeletonMesh()</u>
<u>+~SkeletonMesh()</u>











+m_poolSender, list<NetworkManager>
+NetworkManager()
+sendSkeletonPool()

+isActive()
+setActive()
+sendSkeleton()



