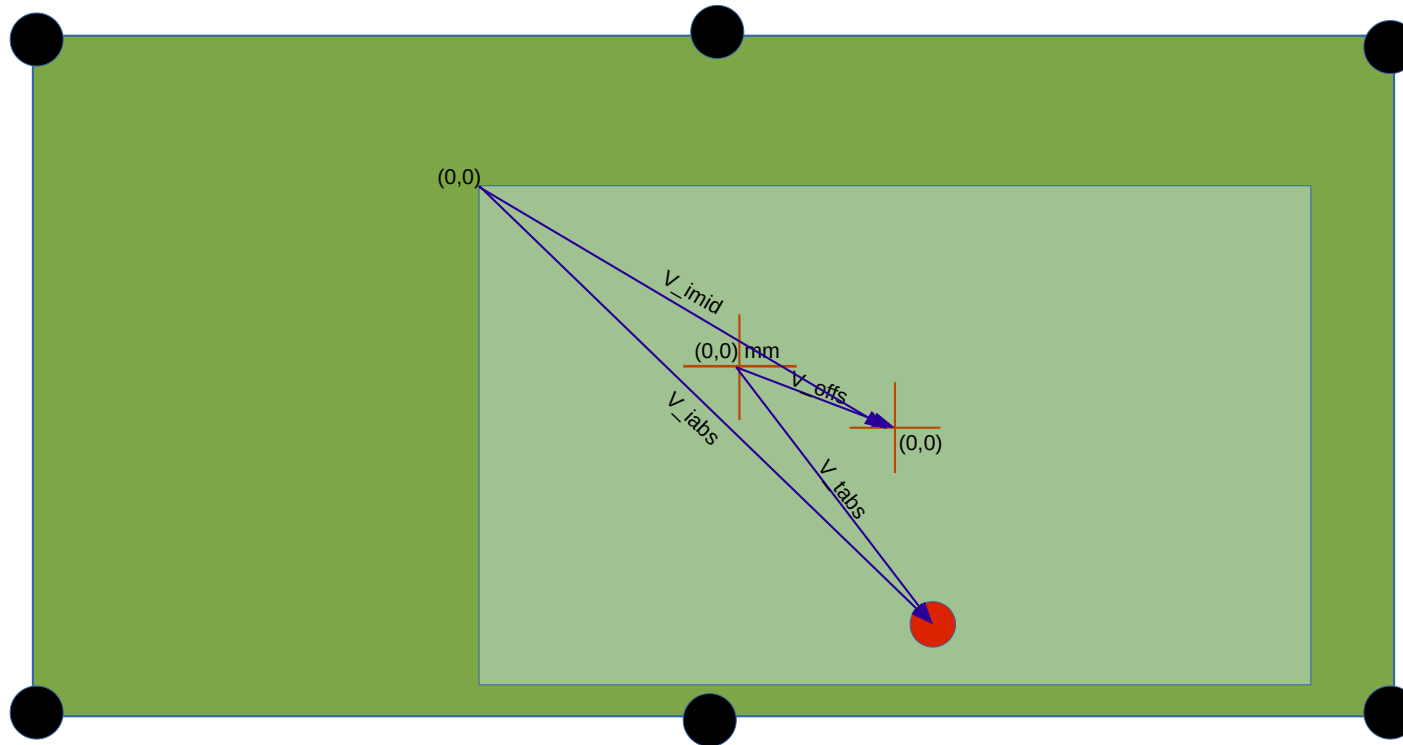


Positions and offsets on table



- V_{iabs} : absolute position from image origin in pixels
- V_{tabs} : absolute position from table mid point in mm
- V_{offs} : offset of camera from table mid point in mm
- V_{imid} : relative table mid point position

Ball absolute position from table mid point:
$$V_{tabs} = (V_{iabs} - V_{imid}) / \text{pix_per_mm} - V_{offs}$$