int attr camera\_id 0x0

int attr show\_fps 0x0

int id any 0x0

int id back 0x0

int id front 0x0

int[] styleable CameraBridgeViewBase { 0x0, 0x0 }

int styleable CameraBridgeViewBase\_camera\_id 0

int styleable CameraBridgeViewBase\_show\_fps 1