

## vibe::VIBE

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- channels\_
- pixel\_neighbor\_
- distance\_threshold\_
- matching\_threshold\_
- update\_factor\_
- size\_
- model\_
- mask\_
- rng\_
- rng\_idx\_

- + VIBE()
- + ~VIBE()
- + update()
- + getMask()
- + GetChannels()
- getRndNeighbor()
- init()