ViewController.cpp

()

VINS.cpp

VINS::processImage()

VINS.cpp

VINS::solveInitial()

VINS.cpp

VINS::relativePose()

Vins\_pnp.cpp

vinsPnP::setExtrinsic()

Vins\_pnp.cpp

vinsPnP::setIMUModel()

ViewController.cpp

ViewController::viewDidLoad()

{

vins.setIMUModel()

setGlobalParam()

vins.setExtrinsic()

vins.setIMUModel()

featuretracker.vins\_pnp.setExtrinsic()

featuretracker.vins\_pnp.setIMUModel()

}

Global\_param.cpp

setGlobalParam()

FeatureTracker.cpp

Featuretracker.vins\_pnp

VINS.cpp

VINS::setIMUModel()

VINS.cpp

VINS::setExtrinsic()

ViewController.cpp

showInputView()

ViewController.cpp

process()

ViewController.cpp

Process\_imu\_sensor\_events()

ViewController.cpp

imuStartUpdate()

ViewController.cpp

run()

ViewController.cpp

saveDataLoop()

ViewController.cpp

globalPoseGraphLoop()

ViewController.cpp

loopDetectionLoop()