Tagger3D::ProcessObject

PointNormal

- # index :std::vector<int>
- loggerName :std::string = "Main.PointNormal" {readOnly}
- # moduleName :std::string = "PointNormal" +... {readOnly}
- + cleanupInputCloud(ColorCloud::Ptr&) :void
- computeNormals(ColorCloud::Ptr&) :NormalCloud::Ptr
- computeNormals(ColorVec&) :NormalVec
- PointNormal(std::map<std::string, std::string>&)
- ~PointNormal()
 PointNormal()

NormalEstimator

- normalEstimator :std::unique_ptr<pcl::NormalEstimationOMP<pcl::PointXYZRGB, pcl::Normal>>
- normalRadiusKey :std::string = moduleName + "n... {readOnly}
- + computeNormals(ColorCloud::Ptr&) :NormalCloud::Ptr
- computeNormals(ColorVec&) :NormalVec
- createNormalEstimator() :void
- NormalEstimator(std::map<std::string, std::string>&)
- ~NormalEstimator()
- NormalEstimator()