Tagger3D::ProcessObject Detector loggerName :std::string = "Main.Detector" {readOnly} # moduleName :std::string = "detector" + se... {readOnly} + detect(ColorCloud::Ptr&) :ScaleCloud::Ptr detect(ColorVec&) :ScaleVec + Detector(std::map<std::string, std::string>&) ~Detector() Detector() SIFTDetector minContrastKey :std::string = moduleName + "m... {readOnly} minScaleKey :std::string = moduleName + "m... {readOnly} octavesKey :std::string = moduleName + "o... {readOnly} scalesPerOctaveKey :std::string = moduleName + "s... {readOnly} siftDetector :std::unique_ptr<pcl::SIFTKeypoint<pcl::PointXYZRGB, pcl::PointWithScale>>

scalesPerOctave :int

minContrast :float

- createSiftDetector():bool
- detect(ColorCloud::Ptr&) :ScaleCloud::Ptr SIFTDetector(std::map<std::string, std::string>&)
- ~SIFTDetector()
- SIFTDetector()

Iss3dDetector

- borderRadius :float
- detector :std::unique_ptr<pcl::ISSKeypoint3D<pcl::PointXYZRGB, pcl::PointXYZRGB>>
- gamma21 :std::string = moduleName + "g... {readOnly}
- gamma32 :std::string = moduleName + "g... {readOnly}
- minNeighbours :std::string = moduleName + "m... {readOnly}
- modelResolution :std::string = moduleName + "m... {readOnly}
- nonMaxRadius :float
- normalRadius :float
- salientRadius :float
- threads :std::string = moduleName + "t... {readOnly}
- createDetector() :void
- detect(ColorCloud::Ptr&) :ScaleCloud::Ptr
- lss3dDetector(std::map<std::string, std::string>&)
- ~Iss3dDetector()
- Iss3dDetector()