

IFactory< Camera >

+ ~IFactory()  
+ create()  
+ registerCreator()  
+ loadPlugin()



CameraFactory

- \_creators  
- \_dlLoaders  
+ CameraFactory()  
+ ~CameraFactory()  
+ create()  
+ registerCreator()  
+ loadPlugin()  
+ loadAllPlugins()  
+ getTypeFromPlugin()  
+ getNameFromPlugin()