1. tethered\_flight\_tracker
   1. **line 56 to 61:** not clear about the use of post and pre-trigger batches.What kind of triggering are you using?
   2. **focal grid:** what is it used for?
   3. **Line 599 to 623:** what is this part of the code for
   4. **Where is the 3D reconstruction happening specifically**
2. **Will need to find out the coordinate system used by Johan for the cameras**
3. **Need some math or literature reference to understand what is going on in the code**
4. Find Focal Grid:
   1. **Line 19 to 21:** How can we get the world coordinates with only one image
   2. **Line 23 to 25:** What rotations are we calculating
   3. **Line 27 to 29:** e1…e3 are the -z axis for each camera in the global coordinate?
   4. **Do you have any reference for the voxel matrices in line 39 to 43**
   5. **Line 95:** What is P\_vox\_neighbor used for?