op::Point< int >

+ x
+ y

+ Point()
+ Point()
+ Point()
+ operator=()
+ operator=()
+ area()
+ toString()
+ operator<()
+ operator>()
+ operator<=()
그리고 15개 더...

+cameraResolution

op::WrapperStructInput

+ producerType
+ producerString
+ frameFirst
+ frameStep
+ frameLast
+ realTimeProcessing
+ frameFlip
+ frameRotate
+ framesRepeat
+ cameraParameterPath
+ undistortImage
+ numberViews

+ WrapperStructInput()