

## op::HandDetector

- mPoseIndexes
- mPoseTrack
- mHandLeftPrevious
- mHandRightPrevious
- mCurrentId
- mMutex

- + HandDetector()
- + ~HandDetector()
- + detectHands()
- + trackHands()
- + updateTracker()
- getPoseKeypoints()
- DELETE\_COPY()