

## op::Renderer

```
# mRenderThreshold  
# mBlendOriginalFrame  
# spElementToRender  
# spNumberElementsToRender  
# mShowGooglyEyes  
- mAlphaKeypoint  
- mAlphaHeatMap
```

```
+ Renderer()  
+ ~Renderer()  
+ increaseElementToRender()  
+ setElementToRender()  
+ setElementToRender()  
+ getBlendOriginalFrame()  
+ setBlendOriginalFrame()  
+ getAlphaKeypoint()  
+ setAlphaKeypoint()  
+ getAlphaHeatMap()  
+ setAlphaHeatMap()  
+ getShowGooglyEyes()  
+ setShowGooglyEyes()  
- DELETE_COPY()
```