```
op::Gui
# splsRunning
# mDisplayMode
# mDisplayModeOriginal
- mFrameDisplayer

    mPoseExtractorNets

    mFaceExtractorNets

    mHandExtractorNets

    mRenderers

    spVideoSeek

+ Gui()
+ ~Gui()
+ initializationOnThread()
+ setImage()
+ setImage()
+ update()
       op::Gui3D

    mCopyGIToCvMat

+ Gui3D()
+ ~Gui3D()
+ initializationOnThread()
+ setKeypoints()
+ update()
+ readCvMat()
```