```
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()
```