

A B C D E F G H I L M P Q R S T U V W X Y Z

## P

**paint(Graphics)** - Method in class com.\_604robotics.robot2012.vision.VisionDisp

Paints this *VisionDisp*.

**plusAt(int, int)** - Method in class com.\_604robotics.robot2012.vision.Result

**plusAt(int, int)** - Method in class com.\_604robotics.robot2012.vision.Result.PlusResult

**Point2d** - Class in com.\_604robotics.robot2012.vision

This represents a Point in 2d space

**Point2d(double, double)** - Constructor for class com.\_604robotics.robot2012.vision.Point2d

**Point3d** - Class in com.\_604robotics.robot2012.vision

This represents a point in 3d space

**Point3d(double, double, double)** - Constructor for class com.\_604robotics.robot2012.vision.Point3d

**processImage(BufferedImage)** - Method in class com.\_604robotics.robot2012.vision.VisionProcessing

This processes the camera image and can send it to the robot (if enabled in the config file)

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