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## ABCDEFGHILMPQRSTUVWXYZ

## 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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