



FireTarget

status: FireStatus
distance: real
dx: real
dy: real



FireStatus

NoFire
Detected
Tracked



WallMetrics

leftDist: real
centreDist: real
rightDist: real



Position

lat: real
lon: real
alt: real
heading: real



Rgb

r: real
g: real
b: real



Superimpose

rgb: Rgb
d: real
t: real



Frame

contents: matrix(real,960,720)



RgbFrame

contents: matrix(Rgb,960,720)



SuperimposedFrame

contents: matrix(Superimpose,960,720)



RelativeMotion

dx: real
dy: real
dz: real
dyaw: real