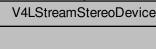
```
VideoStreamStereoDevice
# width
# height
# buffer right
# buffer left
# buffer right len
# buffer left len
+ VideoStreamStereoDevice()
+ getFrameSize()
+ getWidth()
+ setWidth()
+ getHeight()
+ setHeight()
+ getBuffers()
+ grabOneFrame()
+ connectToDevice()
```



+ V4LStreamStereoDevice() + ~V4LStreamStereoDevice() + grabOneFrame() + connectToDevice()