```
GenericCamera
# name
# exposureStep
# exposureMode
# pitch
# exposureState
+ GenericCamera()
+ ~GenericCamera()
+ initialize()
+ detach()
+ getFrame()
+ setExposureMode()
+ setExposure()
+ getExposure()
+ getExposureMode()
+ getExposureState()
+ laserExposure()
+ loadFeatureFile()
+ getName()
+ setPitch()
+ getPitch()
```