```
+ ~OTDevice () void Virtual
                                                                 + close () void Pure Virtual
                                                                  + enable () bool Pure Virtual
                                                                  + enableColor () bool Pure Virtual
                                                                  + enableDepth () bool Pure Virtual
                                                                  + enableRegistered () bool Pure Virtual
                                                                  + init () void Pure Virtual
                                                                  + open () void Pure Virtual
                                                                  + rawDevice () void * Pure Virtual
                                                                  + readFrame (openiss::StreamType) openiss::OTFrame * Pure Virtual
                                                                  + operator= (openiss: const ) openiss::OIDevice &
                                                                                                                                          openiss::OTRealSenseD435
                                       openiss::0IKinect
                                                                                                      - depthScale: float
                                                                                                      - hasDepthScale: bool
                                                                                                      - mColorFrame: rs2::frame
                                                                                                      - mDataSrc: rs2::frameset
                                                                                                      - mDepthFrame: rs2::frame
                                                                                                      - mTrFrame: rs2::frame
                                                                                                      - mpColorOIFrame: openiss::OIFrame *
                                                                                                      - mpDepthOTFrame: openiss::OTFrame *
                                                                                                      - mpIrOIFrame: openiss::OIFrame *
                                                                                                      + close () void Virtual
                                                                                                      + enable () bool Virtual
                                                                                                      + enableColor () bool Virtual
                                                                                                      + enableDepth () bool Virtual
+ getExtrinsic (from: openiss::StreamType . to: openiss::StreamType ) openiss::Extrinsic Virtual
                                                                                                      + enableRegistered () bool Virtual
+ getIntrinsic (streamType: openiss::StreamType ) openiss::Intrinsic Virtual
                                                                                                      + getDepthScale () float Virtual
                                                                                                      + getExtrinsic (from: openiss::StreamType . to: openiss::StreamType ) openiss::Extrinsic Virtual
                                                                                                      + qetIntrinsic (streamType: openiss::StreamType ) openiss::Intrinsic Virtual
                                                                                                      + init () void Virtual
                                                                                                      + open () void Virtual
+ readFrame (typeFrame: openiss::StreamType ) openiss::OIFrame * Virtual
```

+ rawDevice () void * Virtual

+ OIRealSenseD435 () void

+ ~OTRealSenseD435 () void Virtual

+ OIRealSenseD435 (openiss: const) void

+ readFrame (streamType: openiss::StreamType) openiss::OIFrame * Virtual

openiss::0IDevice

- m is enable depth: bool

- m is enable rgb; bool

+ close () void Virtual

+ init () void Virtual

+ open () void Virtual

+ OIKinect () void

+ enable () bool Virtual + enableColor () bool Virtual

+ enableDepth () bool Virtual

+ rawDevice () void * Virtual

+ OTKinect (openiss: const) void + getStream (type: int) int *

+ ~OIKinect () void Virtual

- m is enable registered: bool

- mpColorOIFrame: openiss::OIFrame *

- mpDepthOIFrame: openiss::OIFrame *

- mpTrOTFrame: openiss::OTFrame *

+ enableRegistered () bool Virtual

+ getDepthScale () float Virtual