OIDevice
+ virtual ~OIDevice() = default
+ virtual *rawDevice() : void = 0
+ virtual init() : void = 0
+ virtual open() : void = 0
+ virtual close() :void = 0
+ virtual enableColor() : bool = 0
+ virtual enableDepth() :bool = 0
+ virtual enableRegistered() bool = 0
+ virtual enable() :bool = 0
+ virtual getIntrinsic(StreamType streamType) : Intrinsic = 0
+ virtual getExtrinsic(StreamType from, StreamType to) : Extrinsic = 0
+ virtual getDepthScale() : float = 0
+ virtual readFrame(StreamType frameType) : OIFrame * = 0

OIDevFactory
+ create(string) : OIDevice &