

com.axellence.resiist.client.acquisitiontointegration.acquisition.
VideoSource.launchVideoSimulation

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graph LR; A[com.axellence.resiist.client.acquisitiontointegration.acquisition.VideoSource.launchVideoSimulation] --> B[com.axellence.resiist.client.acquisitiontointegration.acquisition.VideoSource.getAllAlgoAndElementIdsAndObjects]; A --> C[com.axellence.resiist.client.acquisitiontointegration.acquisition.VideoSource.getFrequencies];
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com.axellence.resiist.client.acquisitiontointegration.acquisition.
VideoSource.getAllAlgoAndElementIdsAndObjects

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VideoSource.getFrequencies