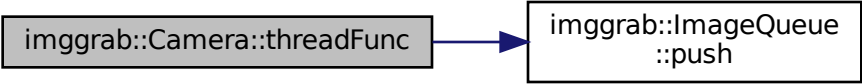


imggrab::Camera::threadFunc



```
graph LR; A[imggrab::Camera::threadFunc] --> B[imggrab::ImageQueue::push]
```

A diagram showing a call from `imggrab::Camera::threadFunc` to `imggrab::ImageQueue::push`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

imggrab::ImageQueue
::push