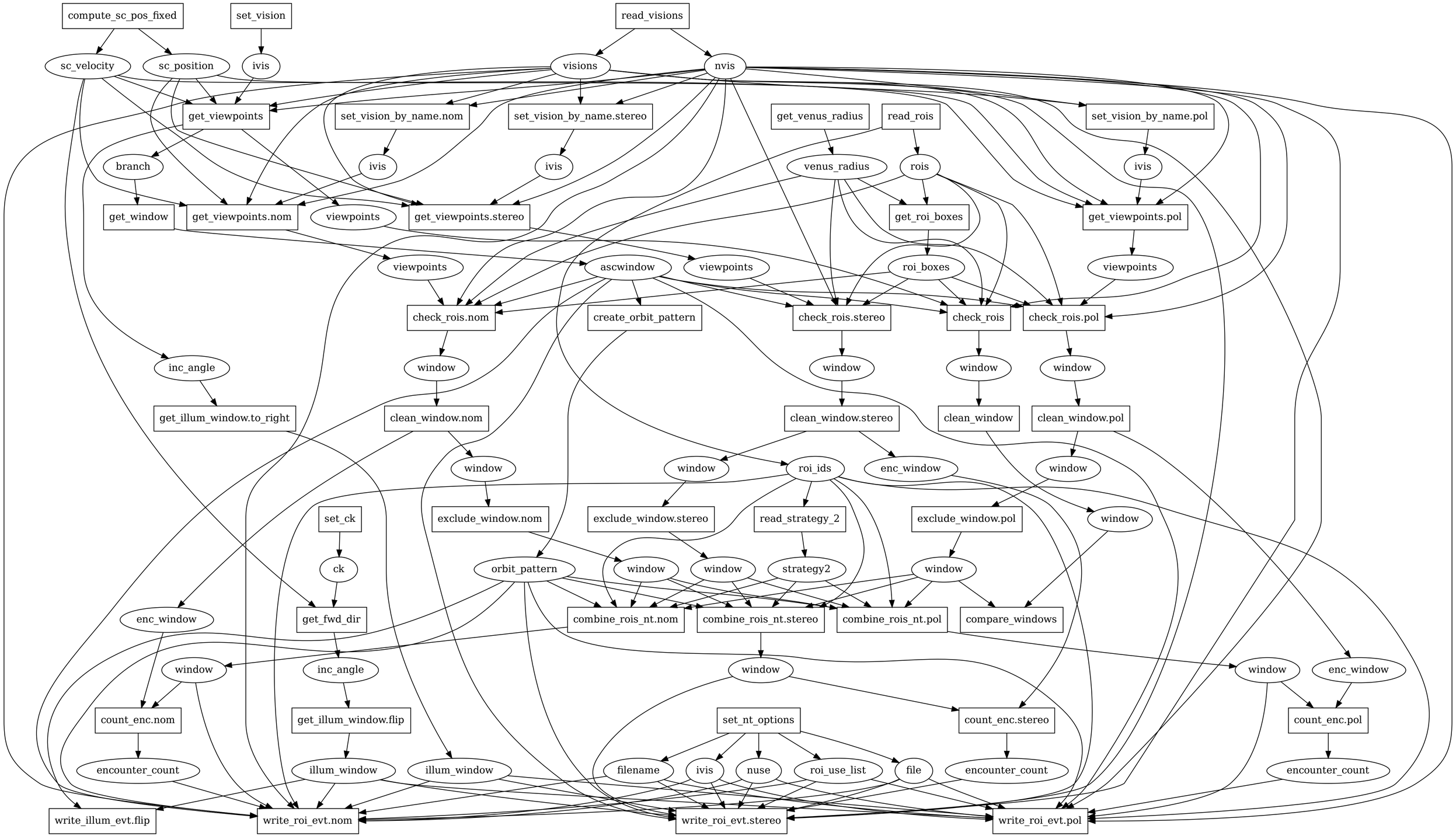
compute_sc_pos_fixed
set_vision
read_visions
sc_velocity
sc_position
ivis
visions
nvis
get_viewpoints
set_vision_by_name.nom
set_vision_by_name.stereo
get_venus_radius
read_rois
set_vision_by_name.pol
branch
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get_window
get_viewpoints.nom
viewpoints
get_viewpoints.stereo
get_roi_boxes
get_viewpoints.pol
viewpoints
ascwindow
viewpoints
roi_boxes
viewpoints
check_rois.nom
create_orbit_pattern
check_rois.stereo
check_rois
check_rois.pol
inc_angle
window
window
window
window
get_illum_window.to_right
clean_window.nom
clean_window.stereo
clean_window
clean_window.pol
window
window
roi_ids
enc_window
window
set_ck
exclude_window.nom
exclude_window.stereo
read_strategy_2
exclude_window.pol
window
ck
orbit_pattern
window
window
strategy2
window
enc_window
get_fwd_dir
combine_rois_nt.nom
combine_rois_nt.stereo
combine_rois_nt.pol
compare_windows
window
inc_angle
window
window
enc_window
count_enc.nom
get_illum_window.flip
set_nt_options
count_enc.stereo
count_enc.pol
encounter_count
illum_window
illum_window
filename
ivis
nuse
roi_use_list
file
encounter_count
encounter_count
write_illum_evt.flip
write_roi_evt.nom
write_roi_evt.stereo
write_roi_evt.pol