

: Poste de supervision 

: HeadTrackingMainManager


: BallTracker

: Head

: LinuxCamera

streamer : mjpg\_streamer

finder : ColorFinder

balle rouge : Balle 

1: Initialise framework

loop  
[infin]

2: image balle

3: CaptureFrame()

4: image

5: GetPosition(hsv,img=image)

6: pos

7: Process(pos=pos)

8: MoveTracking()

9: send\_image(img=image)

10: image

