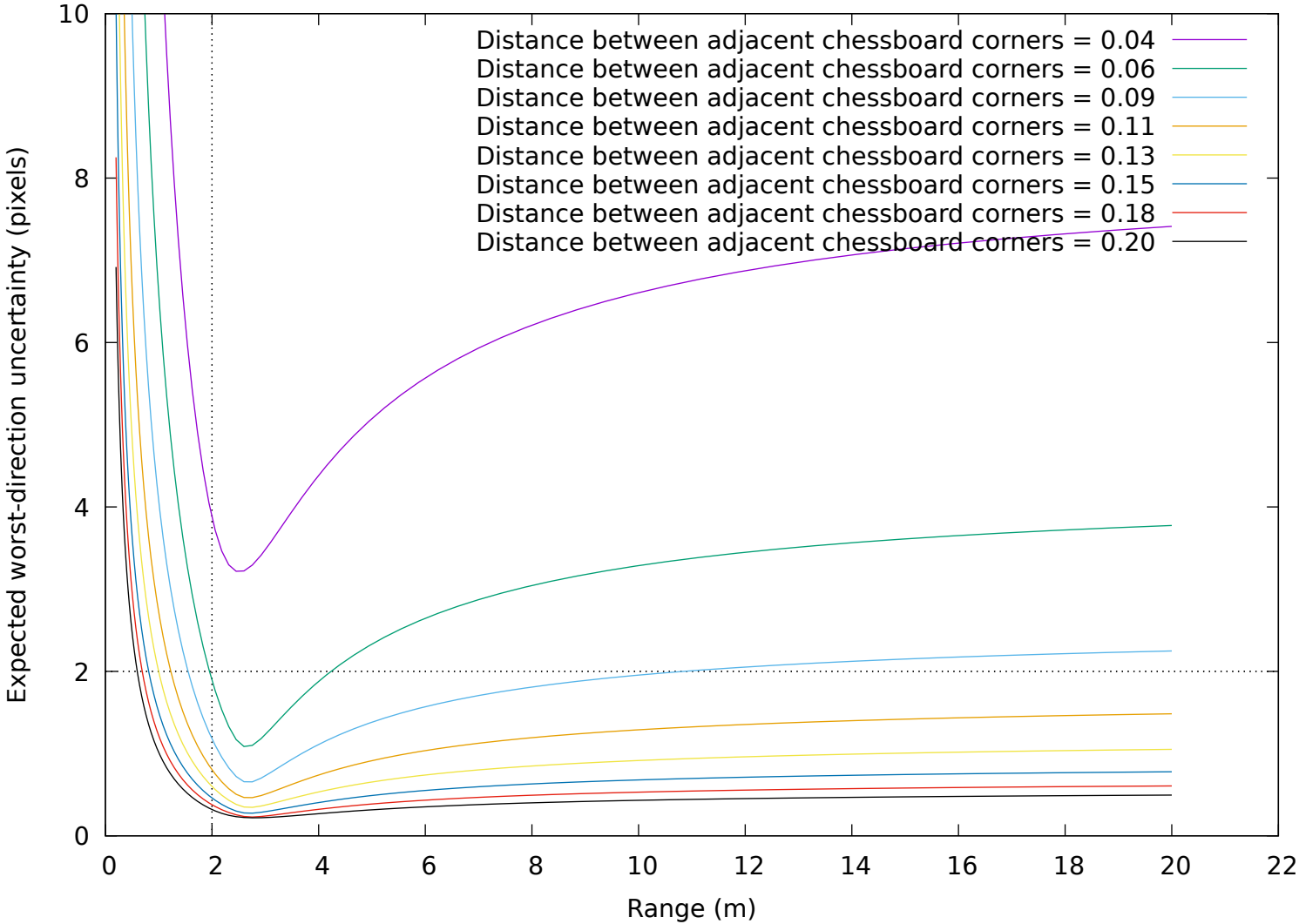ect spacing, keeping the point count constant, and letting the board grow. Range is constant. Have 1 camera