LH: 0
LS: 0
LV: 255
UH: 255
US: 255
UV: 255
border...th: 10
filter...de: 2
show_s...ne: 3
frame_...ay: 1

Above is a screen shot of the tracker that can be used during the execution of the program.

From top to bottom:

1. LH: used for changing the lower H threshold of HSV
2. LS: used for changing the lower S threshold of HSV
3. LV: used for changing the lower V threshold of HSV
4. UH: used for changing the upper H threshold of HSV
5. US: used for changing the upper S threshold of HSV
6. UV: used for changing the upper V threshold of HSV (Changing above 6 will result in different accuracy in borders and object detection)
7. border_min_length: used for changing the minimum length of lines detected by Hough transform when detecting border, changing this will change the accuracy of border detection
8. filter_mode: used for changing the special effects applied on detected players. (0 for no effects, 1 for blur, 2 for sharp, 3 for predefined kernel effect, 4 for contour effect, 5 for emboss effect, 6 for edge effect)
9. show_supporting_line: used for determine if supporting line are showing in the resulting video. 0 for showing nothing, 1 for left right border, 2 plus upper lower border, 3 plus player box, 4 plus ball locations, 5 plus unprocessed supporting lines
10. frame_delay: used for frame delay effect. As the accuracy is not consistent for different videos, special effect will be applied x more frames based on the value from this tracker.