/home/davi/project /c++/BuffDetect/general /GxCamera/include/DxImageProc.h

> /home/davi/project /c++/BuffDetect/general /GxCamera/GxCamera.h

/home/davi/project /c++/BuffDetect/general /GxCamera/GxCamera.cpp /home/davi/project /c++/BuffDetect/src /main.cpp