

I created several functions in the cpp file:

`getColorFromBitmap`, `setColorToBitmap` and `generateFilterImageByRow`: you can understand the functions directly through the comments along with the codes.

Also, I used `std::thread` to realize the multithread, and the array creation of the `std::thread` requires constant variables, thus I set a `const size_t max_num_threads` for the threads.

It supports all texture sizes and resolutions, and I tried to write the code as specific as possible, feel free to contact me with any questions.