

Understanding the Config File

- **CANVAS_WIDTH**: Defines the width/x axis of the display frame
- **CANVAS_HEIGHT**: Defines the height/y axis of the display frame
- **HEADER_HEIGHT**: Defines the height/y axis of the header overlay
- **STROKE_LIFETIME**: Defines the time in seconds the pixels will stay on the final frame
- **default_color**: Defines the color that the program will use on startup or when a color is not recognized
- **default_brush_thickness**: Defines the brush's thickness, in terms of radius, that the program will use on startup
- **eraser_brush_multiplier**: Defines the number that the brush thickness will be multiplied by when the eraser is selected
(Note: The brush will go back to the same thickness as before the eraser was selected when a color is selected)
- **detection_confidence**: Defines the detection confidence threshold for initiating hand detection
- **tracking_confidence**: Defines the tracking confidence threshold to initiate maintaining tracking
- **hand_timeout**: Defines the the time in seconds before clearing the canvas when no hand is detected
- **BLUE_COLOR**: The RGB setup for the blue color, Default (255, 50, 10)
- **GREEN_COLOR**: The RGB setup for the green color, Default (0, 255, 0)
- **RED_COLOR**: The RGB setup for the red color, Default (0, 0, 255)
- **ERASER_COLOR**: The RGB setup for the eraser color, Default (255, 192, 203), Pink
- **color_regions**: Defines color detection regions in overlay area (Program's basic overlay behind user's overlay)
Format: [min_x, max_x, min_y, max_y, color_name, BGR color value]
 - Updated version: x and y are multiplied by the canvas width and header height respectively, to ensure UI is functional when resolution is changed
- **brush_control_regions**: Defines brush size control regions (UI for brush size) default to the right side of the screen under the color overlay
Format: [min_x, max x, min_y, max_y, action]

- [folder_path](#): Defines path where custom overlays' are located
- [overlay_paths](#): Defines the overlay image that is shown when a certain color/eraser is selected
- [show_countdown](#): Defines whether or not to show the auto-clear countdown on the final frame when hand is not detected (True/False)
- [debug_mode](#): Defines whether or not to print additional information to help with debugging the original issues that occurred when developing (True/False)