# 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]
- 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_countrdown: 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)