



log



```
I: log window ready  
I: info window ready  
I: 3D pc editor window ready  
I: SceneTree editor window ready  
I: Image editor window ready  
I: initialized segmentation wrapper GraphCutSegmentation_lowRes  
I: loaded D:\Storage\SVP data\doubleby\bundle\bundle.out  
I: loaded D:\Storage\SVP data\doubleby\list.txt  
I: scene stat: i:125,cams:83,3Dp:53472,2Dp:297503
```