需要改APD的结构为

path depths\_geom = problem.result\_folder / path("depths\_geom.dmb");

writeDepthDmb(depths\_geom, depth);

path normals\_path = problem.result\_folder / path("normals.dmb");

writeNormalDmb(normals\_path, normal);

ShowWeakImage(weak\_img\_path\_2, pixel\_states);

还有将他们原来的法线和深度重新命名：

path depth\_path = problem.result\_folder / path("depths.dmb");

WriteBinMat(depth\_path, depth);

path normal\_path = problem.result\_folder / path("APD\_normals.dmb");