bgsMethod: background subtraction and modeling method: 0:Grimson GMM 1:Zivkovic GMM 2:Adaptive median 3:Running Gaussian Average

frgThr%: maximum allowed percent of foreground pixels detected in the current frame before the background model is reset

frgCount: minimum number of consecutive frames the above foreground percent must be exceeded for, before the background is reset

lowThreshold: maximum difference of pixel intensity between the current frame and the background image for it to be considered part of the background

learningFrames: no. of frames to be used for learning the background model

samplingRate: no. of frames skipped between consecutive frames that are processed