

**hitCount:** minimum hit count for a blob to become a candidate  
abandoned/removed object

**missCount:** maximum consecutive frames a blob is allowed to go undetected  
before it is removed it from the tracking system

**occCount:** maximum consecutive frames a blob is allowed to be occluded  
before removing it from the tracking system

**minHitOcc:** minimum hit count for a blob to be tested for occlusion if it  
is not detected

**maxDiff10:** maximum mean difference between intensity levels for a blob to  
be removed from the tracking system (times 10)

**minHitStatic:** minimum hit count for a blob to be labeled static

**maxRem:** number of frames for which to show removed objects before healing  
them into the background

**maxAbnd:** number of frames for which to show abandoned objects before  
healing them into the background

**staticOCC:** factor by which maximum allowed consecutive occlusions are  
multiplied for static objects

**staticMiss:** factor by which maximum allowed consecutive misses are  
multiplied for static objects