

**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

**maxStd10:** maximum standard deviation (times 10) which is the square root of the maximum intensity difference for a pixel to be considered in the background

**alpha1000:** learning rate (times 1000)

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