Arguments

+ textureWidth
+ textureHeight
+ threadCount
+ BVHMinNode
+ objFilePath
+ cameraListFilePath
+ cameraInfoPath
+ newTextureFolderPath
+ photoFolderPath
+ newLabelingFilePath
and 24 more...

+ initializeConfig()
+ appendix()
+ genLevelingTexturePath()
+ genMaskTexturePath()
+ genRawTexturePath()
+ genLebelingTexturePath()
+ genFinalTexturePath()
+ genGlobalTexturePath()
+ genDeaultDataCostPath()
+ genDeaultLabelingPath()
+ generateIni()