

unsigned char

float

optimalThreshold_

backgroundReferenceGrayLevel_

noiseRemovalTime_

optimalThresholdComputingTime_

backgroundReferenceGrayLevelFindingTime_

Preprocessor

- optimalThreshold_
- backgroundReferenceGrayLevel_
- noiseRemovalTime_
- optimalThresholdComputingTime_
- backgroundReferenceGrayLevelFindingTime_

- + Preprocessor()
- + optimalThreshold()
- + optimalThreshold()
- + backgroundReferenceGrayLevel()
- + noiseRemovalTime()
- + optimalThresholdComputingTime()
- + backgroundReferenceGrayLevelFindingTime()
- + computeOptimalThreshold()
- + findBackgroundReferenceGrayLevel()
- + removeIsolatedNoise()