

`Preprocessor::findBackgroundReferenceGrayLevel`

```
graph LR; A[Preprocessor::findBackgroundReferenceGrayLevel] --> B[Clip::height]; A --> C[Clip::width];
```

The diagram illustrates a function call from `Preprocessor::findBackgroundReferenceGrayLevel` to two variables, `Clip::height` and `Clip::width`. The function name is contained within a gray rectangular box on the left. Two blue arrows originate from the right side of this box: one points diagonally upwards to a white box containing `Clip::height`, and the other points diagonally downwards to a white box containing `Clip::width`. All boxes have a black border.

`Clip::height`

`Clip::width`