

`Preprocessor::findBackgroundReferenceGrayLevel`

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

The diagram illustrates a function call. A central gray box labeled `Preprocessor::findBackgroundReferenceGrayLevel` has two blue arrows pointing to two white boxes on the right. The top arrow points to a box labeled `Clip::height`, and the bottom arrow points to a box labeled `Clip::width`.

`Clip::height`

`Clip::width`