

## VisionSettings

- + soilSetting
- + VisionSettings()
- + ~VisionSettings()
- on\_cb\_use\_adaptContrast
- \_stateChanged()
  on\_sb\_adaptContrKernel
- \_editingFinished()
  on sb adaptContrastFactor
- editingFinished()
- on\_cb\_useBlur\_stateChanged()
- on\_sb\_blurMask\_editingFinished()- on rb useLight toggled()
- on\_cb\_ignoreBorder\_stateChanged()
- on\_cb\_fillHoles\_stateChanged()- on sb sigmaFactor editing
- Finished()
  on rb useOpen toggled()
- on\_rb\_useClose\_toggled()
  - on\_rb\_useErode\_toggled()
  - on\_rb\_useDilate\_toggled()- on\_sb\_morphMask\_editingFinished()