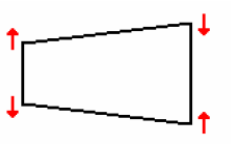
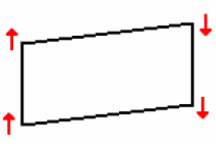
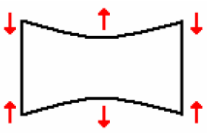
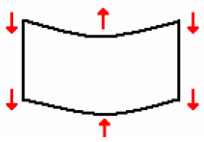
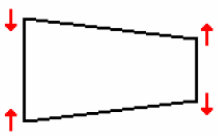
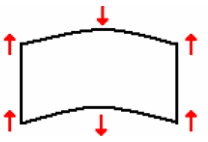
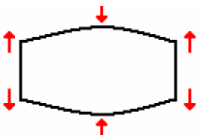
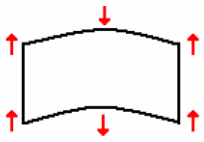
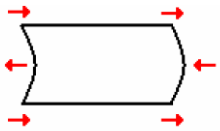
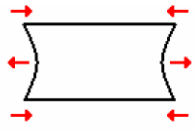
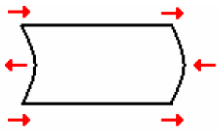
Default Adjustments

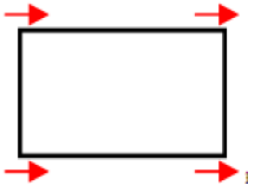
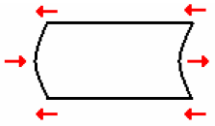
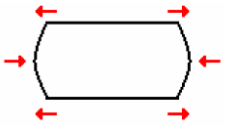
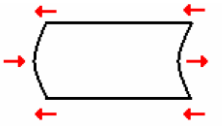
An adjustment is specified by a mode and a delta. Mode defines the way of the distortion, delta defines the amount. The following modes are available:

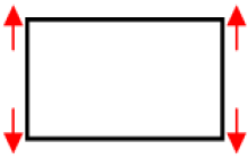
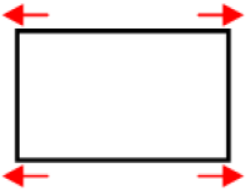
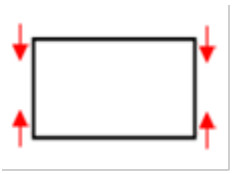
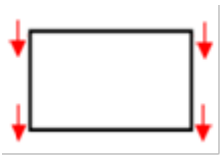
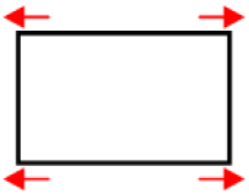
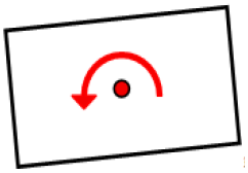
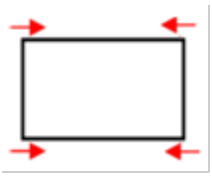
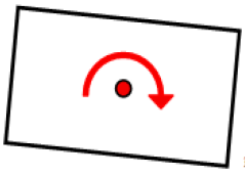
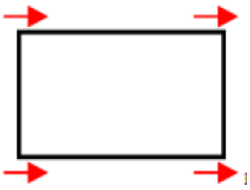
- Parallelogram
- Trapezoid
- Pin balance
- Pincushion
- Shift
- Width
- Height
- Rotation (around bitmap image center point)

For each reference point and corresponding shift vector, the adjustment is computed and applied. The resulting shift vector is again cached in the warping library. This way of implementation allows incremental adjustments.

Following are tables detailing supported adjustments:

Mode Direction	Trapezoid	Parallelogram	Pincushion	Pin balance
Up				
Down				
Left				

Right				

Mode Direction	Height	Width	Rotation	Shift
Up				
Down				
Left				
Right				

Revision #5
Created 2023-02-16 07:01:03 UTC by Tsuyoshi.Kato
Updated 2026-08-24 07:39:57 UTC by Kanai Tomoaki