Enabling Warping

Following are the display settings required to enable warping in Candera:

1. Enable warping
2. Set warp matrix
3. Set warp image bounds
4. Apply display settings

Candera’s Display class uses a transaction based execution model for setting properties. Several changes can be queued. Changes have to be applied explicitly via a call to Display::ApplyChanges() . Warping matrix data from the warping library can be used directly in Candera.

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