Warping Candera API

The warping related public interface of the Candera::Display class is presented below:

Methods
void SetWarpMatrix(WarpMatrix &warpMatrix, UInt index=0)
const WarpMatrix & GetWarpMatrix(UInt index=0) const
void ResetWarpMatrix(UInt index)
void SetWarpMatrixWeight(UInt index, Float weight)
Float GetWarpMatrixWeight(UInt index) const
void SetWarpImageBounds(Rectangle &warpImageBounds)
const Rectangle & GetWarpImageBounds() const
void SetWarpOrientation(DisplayOrientation::Enum orientation)
DisplayOrientation::Enum GetWarpOrientation() const
bool SetWarpingEnabled(bool isEnabled)
bool IsWarpingEnabled() const

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