Warping Sequence

1. Distribute reference points over the bitmap according to the specifications in the parameter list. Parameterized through: Bitmap Area and the associated Bitmap Area Shift
2. Bitmap predistortion (warping) Parameterized through: the active Parameter Set
3. Rotate predistorted image data according to the parameter list. The rotation of the warped reference points must take place around the center point of the warped bitmap. Parameterized through: rotation of the warping area and warped bitmap area center point.
4. Shift rotated and warped image data according to the parameter list. Parameterized through: shift of warped bitmap area center point.
5. Display warped, rotated and shifted image data on the display

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