Image Flipping

Flipping transforms the content prior to warping the image on screen. Flipping is supported only when warping is enabled. The following orientations are supported:

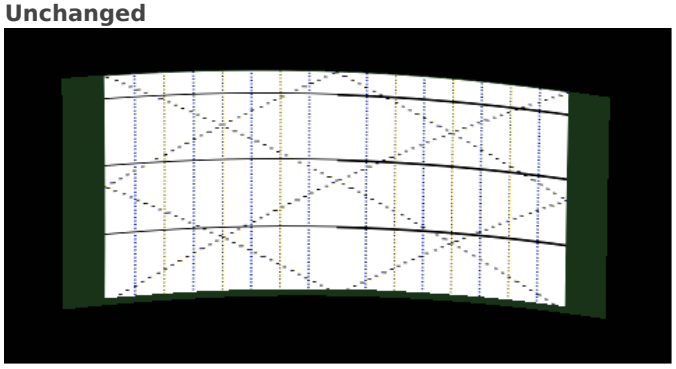
- Candera::DisplayOrientation::Unchanged
- Candera::DisplayOrientation::HorizontallyFlipped
- Candera::DisplayOrientation::VerticallyFlipped
- Candera::DisplayOrientation::VerticallyAndHorizontallyFlipped

Changing the image orientation is achieved through the public interface of Candera::Display class using Candera::Display::SetWarpOrientation, like in the following snippet.

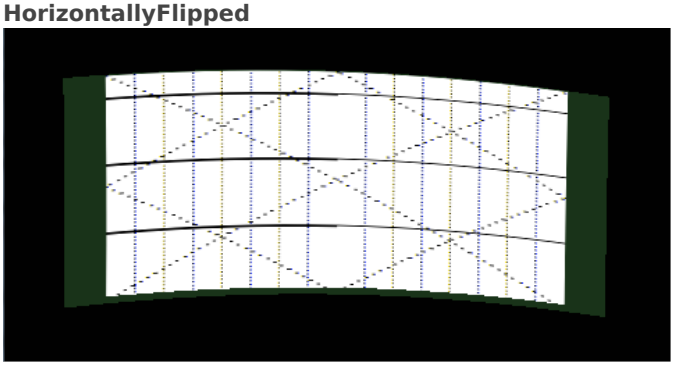
```
    // flip the image vertically and horizontally
    display->SetWarpOrientation(Candera::DisplayOrientation::VerticallyAndHorizontallyFlipped);
```

Example

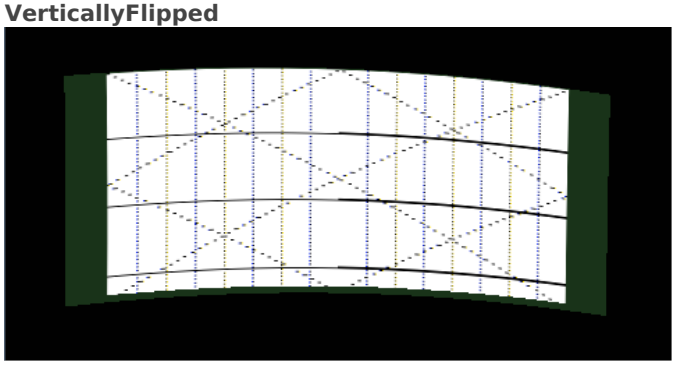
Unchanged



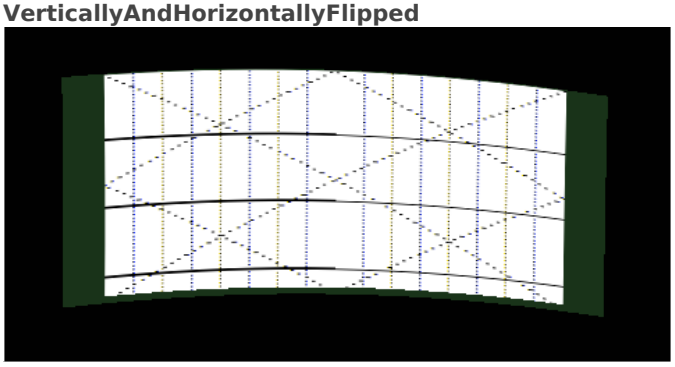
HorizontallyFlipped



VerticallyFlipped



VerticallyAndHorizontallyFlipped



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