

Image Flipping

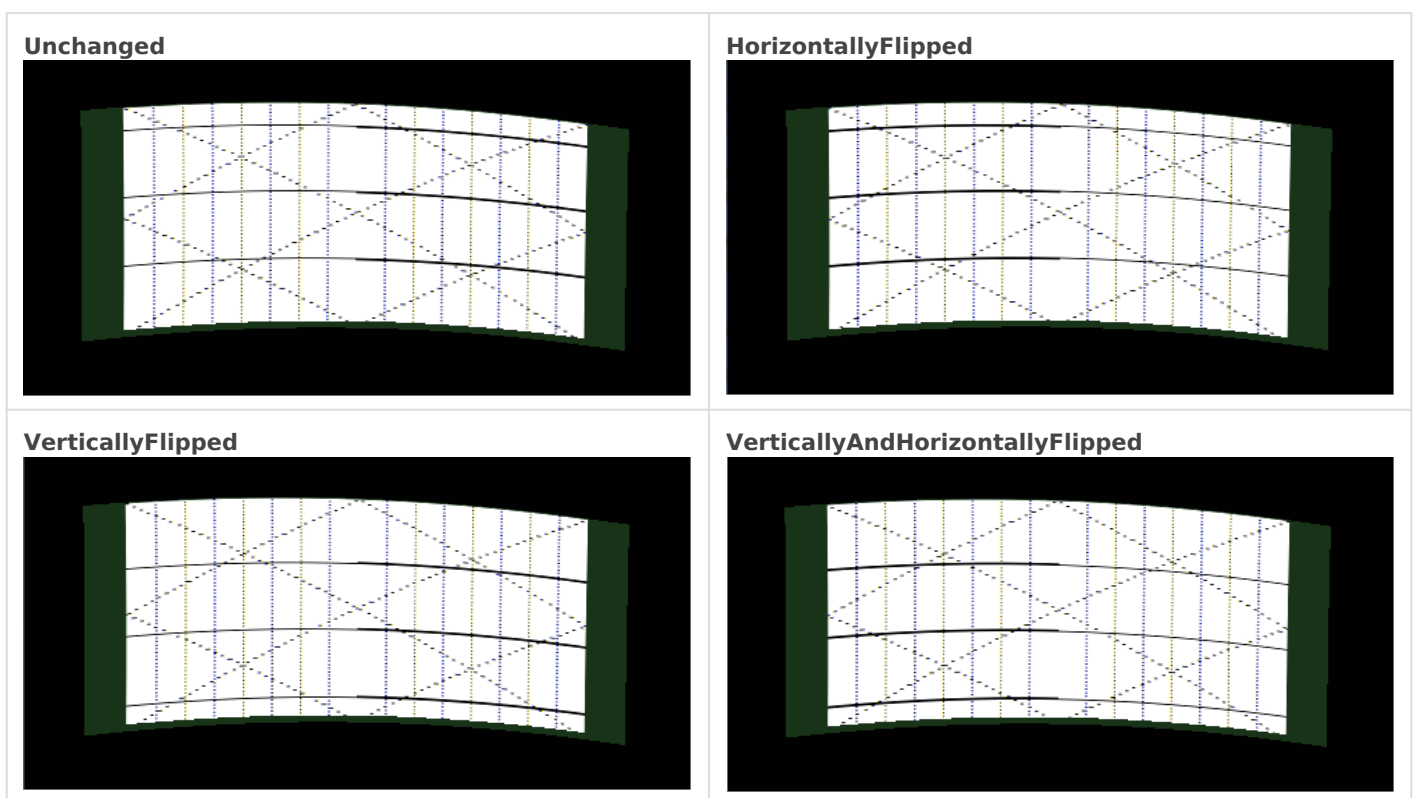
Flipping transforms the content prior to warping the image on screen. Flipping is supported only when warping is enabled. The following orientations are supported:

- Candra::DisplayOrientation::Unchanged
- Candra::DisplayOrientation::HorizontallyFlipped
- Candra::DisplayOrientation::VerticallyFlipped
- Candra::DisplayOrientation::VerticallyAndHorizontallyFlipped

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

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

Example



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