

# Warp Image Bounds

Warp image bounds comprise upper left corner point of the bitmap image area, its width, and height (normalized to the range [0..1]).

They are used to specify to [Candera](#) which part of the rendered display image shall be mapped to the warping mesh computed from the warp matrix. If not specified, then the complete display image will be mapped.

The following code snippet shows how to retrieve the warp image bounds from the Warping library. These can be further passed to [Candera](#) through the public interface of `Candera::Display` class using `Candera::Display::SetWarpImageBounds`.

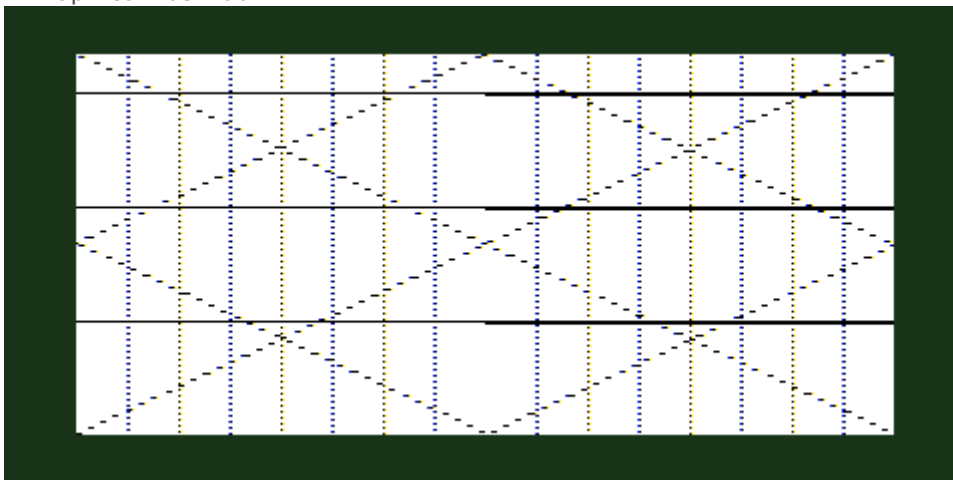
```
WRP_SFLOAT textureOriginX;  
WRP_SFLOAT textureOriginY;  
WRP_SFLOAT textureWidth;  
WRP_SFLOAT textureHeight;  
  
// retrieve warpTextureBounds  
ComputeWarpImageBoundsFromConfig(&stcWarpConfigParams, &textureOriginX, &textureOriginY, &textureWidth, &textureHeight);  
  
Candera::Rectangle  
warpTextureBounds(textureOriginX, textureOriginY, textureWidth, textureHeight);  
  
// set the bounds of the warping texture  
display->SetWarpImageBounds(warpTextureBounds);
```

## Example

### Warping is disabled

Display Area: 480x240

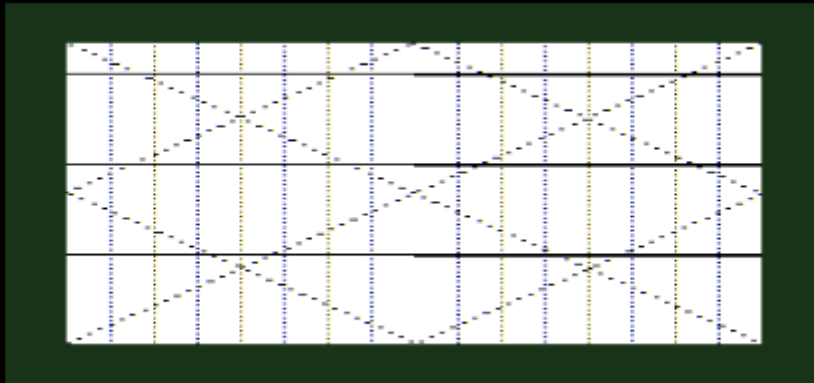
BitmapArea: 408x190



### Warping is enabled, image bounds are not specified

Display Area: 480x240

BitmapArea: 408x190 | Illuminated Area: 480x240



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Revision #3

Created 2023-02-21 06:51:08 UTC by Kanai Tomoaki

Updated 2023-06-19 00:54:58 UTC by Tsuyoshi.Kato