Instructions

The StereoAPI code sample illustrates how to use the NVIDIA StereoAPI.

Table 1. List of Control Keys

<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>H key</td>
<td>Toggles the Control window on and off</td>
</tr>
<tr>
<td>F1</td>
<td>Lists additional keyboard controls</td>
</tr>
<tr>
<td>Behind Wheel</td>
<td>Steer Car</td>
</tr>
<tr>
<td>Behind Car</td>
<td>Move Car</td>
</tr>
<tr>
<td>Left-Drag</td>
<td>Control Camera</td>
</tr>
<tr>
<td>Lock Convergence to View</td>
<td>Sets the convergence to a pre-defined position based on the current view</td>
</tr>
<tr>
<td>Show Focal Plane</td>
<td>Draws a quad at the convergence point</td>
</tr>
<tr>
<td>Esc</td>
<td>Exit</td>
</tr>
</tbody>
</table>

The following interface and creation method are defined in StereoI.h

```cpp
interface StereoI
{
    virtual int CheckAPIVersion(int);
    virtual int GetStereoState(void);
    virtual int SetStereoState(int);
    virtual float GetSeparation(void);
    virtual float SetSeparation(float);
    virtual float GetConvergence(void);
    virtual float SetConvergence(float);
    virtual void CaptureStereoImage(int format, int quality);
    //Stereo images are dumped to [RootDir]\NVSTEREO.IMG
};
```
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