
Instructions

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

Table 1. List of Control Keys

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

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

```
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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