



C++ [PXCTracker::Set3DInstantTrack](#)

Syntax

C++ C# Java

```
C++ pxcStatus Set3DInstantTrack(pxcBool egoMotion=false, pxcI32 framesToSkip=0);
```

Parameters

egoMotion	Determines the coordinate system used to locate the tracked objects. The value <code>true</code> bases the coordinates off of the initial camera image. The value <code>false</code> determines the "main plane" of the scene and uses that for a reference. The default value is <code>false</code> .
framesToSkip	Specify a heuristic value to skip certain frames. The instant tracking algorithm rely on stable camera data for reliable tracking. Use this value to skip certain frames during camera cold power up, during which the first few frames are unstable due to auto-contrast or auto-exposure adjustment. The default value is zero.

Description

The `Set3DInstantTrack` function enables 3D instant tracking (Simultaneous Localization And Mapping, or SLAM).

Return Status

<code>PXC[M]_STATUS_NO_ERROR</code>	The function returned successfully.
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