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gsubUtil.h File Reference

ARToolKit OpenGL utilities subroutines. [More...](#)

```
#include <AR/param.h>
```

Functions

```
void argUtilCalibHMD(int targetId, int thresh2, void(*postFunc)(ARParam *lpara, ARParam *rpara))  
    utility function for calibrate an HMD.
```

Detailed Description

ARToolKit OpenGL utilities subroutines.

Complement routines of gsub module.

Remarks:

History :

Author:

Hirokazu Kato kato@sys.im.hiroshima-cu.ac.jp

Version:

Date:

Function Documentation

```
void argUtilCalibHMD( int targetId,  
                    int thresh2,  
                    void(*)(ARParam *lpara, ARParam *rpara) postFunc  
                    )
```

utility function for calibrate an HMD.

This function offers a full calibration run-time routines for an optical HMD (mono or stereo). It is useful for estimate transformation between user eye position and camera position. You will find more informations on the calibration routine on [opticalcalibration.html](#) .This function modify gsub state of left and right camera intrinsic parameters.

Parameters:

targetId the target used for the calibration step.

thresh2 lighting threshold value to use

postFunc a callback function used to analysis computed internal camera parameters. if your application is mono display, only lpara contains a value. lpara and rpara are NULL if the calibration failed.

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