-0.66555261611938477

-0.66555261611938477

Initial value tvec = (-8.000000, 28.000000, -25.500000); rvec = (-49.000000, 156.000000, 51.000000)

Real value tvec = (-6.000000, 26.000000, -22.000000); rvec = (-42.000000, 151.000000, 60.000000)

line minimize for tx

After search along tx (-6.381966, 28.000000, -25.500000); rvec = (-49.000000, 156.000000, 51.000000)

function value fret = -0.628322

line minimize for ty

After search along ty (-6.381966, 31.472136, -25.500000); rvec = (-49.000000, 156.000000, 51.000000)

function value fret = -0.560137

line minimize for rz

After search along rz (-6.381966, 31.472136, -25.500000); rvec = (-49.000000, 156.000000, 52.618034)

function value fret = -0.534666

line minimize for tz

After search along tz (-6.381966, 31.472136, -24.379296); rvec = (-49.000000, 156.000000, 52.618034)

function value fret = -0.501219

line minimize for rx

After search along rx (-6.381966, 31.472136, -24.379296); rvec = (-43.549599, 156.000000, 52.618034)

function value fret = -0.530854

line minimize for ry

After search along ry (-6.381966, 31.472136, -24.379296); rvec = (-43.549599, 157.618034, 52.618034)

function value fret = -0.515445

FUCK!

Iterations: 0

Minimum found at:

-6.38197

31.4721

52.618

-24.3793

-43.5496

157.618

Minimum function value =

-0.515445

True minimum of function is at:

setViewMatrix(glm::vec3(-42.0,151.0,60.0), glm::vec3(-5.69049, 26.01945,-22,12544));