



Function holoscan::viz::DepthMap

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- Defined in [File holoviz.hpp](#)

Function Documentation

```
void holoscan::viz::DepthMap(DepthMapRenderMode render_mode, uint32_t width,  
uint32_t height, ImageFormat depth_fmt, CUdeviceptr depth_device_ptr, ImageFormat  
color_fmt, CUdeviceptr color_device_ptr)
```

Render a depth map.

Depth maps are rectangular 2D arrays where each element represents a depth value. The data is rendered as a 3D object using points, lines or triangles. Additionally a 2D array with a color value for each point in the grid can be specified.

Parameters

- **render_mode** – depth map render mode
- **width** – width of the depth map
- **height** – height of the depth map
- **depth_fmt** – format of the depth map data (has to be `ImageFormat::R8_UNORM`)
- **depth_device_ptr** – CUDA device memory pointer holding the depth data
- **color_fmt** – format of the color data (has to be `ImageFormat::R8G8B8A8_UNORM`)
- **color_device_ptr** – CUDA device memory pointer holding the color data (optional)

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