



Function holoscan::viz::LayerAddView

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

Function Documentation

```
void holoscan::viz::LayerAddView(float offset_x, float offset_y, float width, float height,  
const float *matrix = nullptr)
```

Add a layer view.

By default a layer will fill the whole window. When using a view the layer can be placed freely within the window.

Layers can also be placed in 3D space by specifying a 3D transformation matrix. Note that for geometry layers there is a default matrix which allows coordinates in the range of [0 ... 1] instead of the Vulkan [-1 ... 1] range. When specifying a matrix for a geometry layer, this default matrix is overwritten.

When multiple views are specified the layer is drawn multiple times using the specified layer views.

It's possible to specify a negative term for height, which flips the image. When using a negative height, one should also adjust the y value to point to the lower left corner of the viewport instead of the upper left corner.

Parameters

- **offset_x, offset_y** – offset of top-left corner of the view. Top left coordinate of the window area is (0, 0) bottom right coordinate is (1, 1)
- **width, height** – width and height of the view in normalized range. 1.0 is full size.
- **matrix** – row major 4x4 transform matrix (optional, can be nullptr)

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