

**Smooth.** Avoids abrupt kinks in points by keeping all tangents straight. Uncheck to allow opposing handles to move independently of each other.

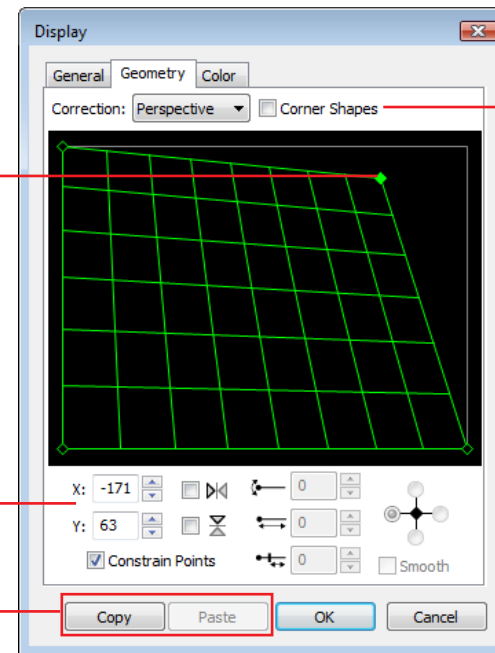
## Perspective Correction

To compensate for the keystone-shaped image caused by off-axis projection, choose Perspective on the Correction pop-up menu and drag the corners of the grid until the image appears rectangular on screen.

Drag a corner point to adjust the perspective.

The location of the selected point can be adjusted numerically.

Used to transfer the geometry settings to other displays.



Enable "Corner Shapes" to compensate for optical distortion.

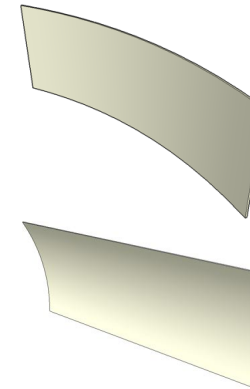
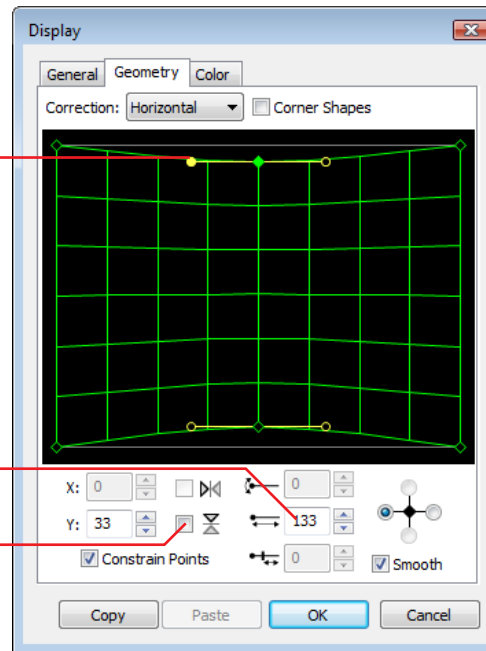
### Horizontal or Vertical Correction

Adds bezier handles to the top/bottom or left/right sides, allowing you to compensate for projection on a curved surface.

*Adjust the curvature by dragging the yellow handles.*

*Sets the curvature numerically.*

*Mirrors adjustments vertically.*



*Examples of screens requiring horizontal and vertical correction respectively.*

- ◆ **HINT:** If projecting from a plane at the center of the screen, select the mirroring checkbox to adjust both sides together. You may need to uncheck this checkbox for the final adjustments.

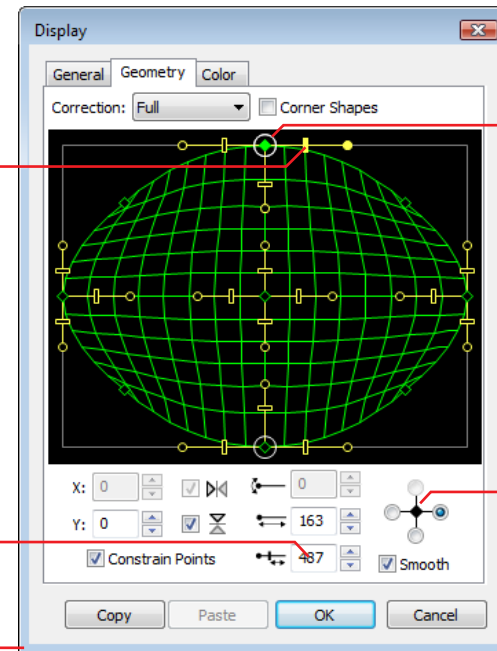
## Full Correction

Adds bezier handles to all sides, allowing you to compensate for projection on spherical surfaces.

Rectangular handles control the distribution of grid lines.

Sets distribution of grid lines numerically.

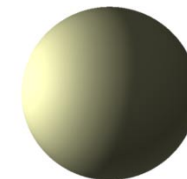
Drag a corner of the dialog box to enlarge it for better precision.



White circles indicate mirrored adjustments of points.

Selects one of the handles attached to each point.

Examples of spherical surfaces requiring full correction.



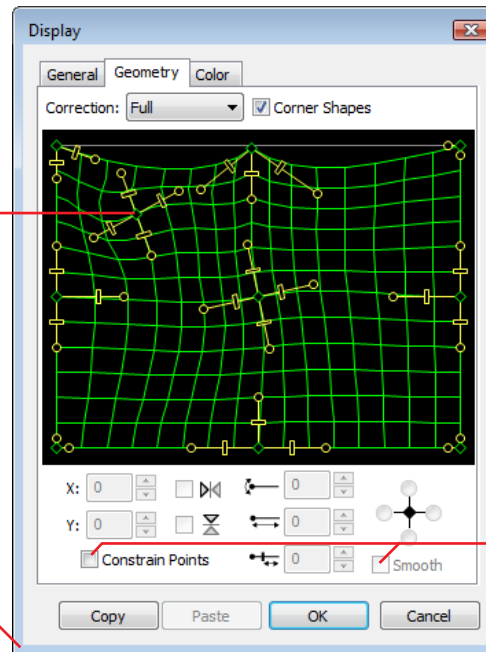
## Adding Correction Points

In Full correction mode, you can add control points to the grid by Control clicking at the desired location. This can be used to handle geometry adjustments when projecting on asymmetric or uneven surfaces, such as a three dimensional map.

*Control-click in grid to add points.*

*To delete such a point, select it and press the Delete key.*

*Drag a corner of the dialog box to enlarge it for better precision.*



*For maximum flexibility in adjusting points, deselect Constrain and Smooth.*