

Using Calibrations

Which applications support warping & blending by VIOSO via plugin?

As described [here](#) there are multiple ways to integrate warping & blending into any application.

In addition we can provide you with an SDK / API to load our calibration file into your own application. This is especially useful if you need multiple IGs, cameras, dynamic viewports or perspective correction. To access the SDK please write a mail to info@vioso.com

We already support a number of applications including:

- X-Plane
- rFpro
- WIVW Silab
- VIRES VTD
- Shira Player
- Sciss Uniview
- RSA-Cosmos SkyExplorer
- Ogre3D
- Unity (through 3rd party App Omniview from Eluminati)
- VBS3 (in progress)
- MetaVR VRSG
- Titan Vanguard (Outerra)
- DiamondVisionics (in Progress)
- TouchDesigner

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