

ImageMagick User's Guide version 5.4.8

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Contents

Pro	eface .	Х	ciii
Pa	rt 1:	Quick Start Guide	1
1	Intro	oduction	3
	1.1	What is ImageMagick	3
	1.2	Getting Help	3
2	Imag	ge Primer	4
	2.1	What is an Image	4
	2.2	Image Depth	4
	2.3	Colormapped Images	4
	2.4	Compression	4
	2.5	Colorspace	4
	2.6	Meta-Information	4
	2.7	Image Formats	4
3	Imag	ge Tools	5
4	Imag	ge Transformations	6
	4.1	How to specify an image	7
	4.2	Convert from one Image Format to Another	7
	4.3	Colormap Manipulation	7
	4.4	Resize an Image	7
	4.5	Crop	7
	4.6	Enhance	7

	4.7	Effects					
	4.8	Decorate					
	4.9	Annotate					
	4.10	Draw					
	4.11	Composite	7				
	4.12	2 Meta-Information					
	4.13	Miscellanious Transforms	7				
5	Advanced ImageMagick Features						
	5.1	Working with Multi-resolution Images	9				
	5.2	Working with an Image Sequence	9				
	5.3 Working with a Group of Images						
	5.4 Working with Raw Images						
	5.5	Using ImageMagick from a Web Browser	9				
Ра	rt 2:	Application Programming Interface	11				
6	C Ap	plication Programming Interface	13				
6	C Ap 6.1	plication Programming Interface	13 13				
6	-						
6 7	6.1 6.2	Working with Blobs	13				
	6.1 6.2	Working with Blobs Working with Threads	13 13				
	6.1 6.2 C++	Working with Blobs Working with Threads Application Programming Interface	13 13 14				
	6.1 6.2 C++ 7.1 7.2	Working with Blobs Working with Threads Application Programming Interface Working with Blobs	13 13 14 14				
7	6.1 6.2 C++ 7.1 7.2	Working with Blobs Working with Threads Application Programming Interface Working with Blobs Working with Threads Working with Threads Application Programming Interface	13 13 14 14 14				
7	6.1 6.2 C++ 7.1 7.2 Perl 8.1	Working with Blobs Working with Threads Application Programming Interface Working with Blobs Working with Threads Working with Threads	 13 13 14 14 14 15 				
7 8	6.1 6.2 C++ 7.1 7.2 Perl 8.1	Working with Blobs Working with Threads Application Programming Interface Working with Blobs Working with Threads Working with Threads Background	 13 14 14 14 15 				
7 8	6.1 6.2 C+++ 7.1 7.2 Perl 8.1 PHIP 9.1	Working with Blobs Working with Threads Application Programming Interface Working with Blobs Working with Threads Working with Threads Background Application Programming Interface Background Application Programming Interface	 13 13 14 14 14 15 15 16 				
7 8 9	6.1 6.2 C+++ 7.1 7.2 Perl 8.1 PHIP 9.1	Working with Blobs Working with Threads Application Programming Interface Working with Blobs Working with Threads Working with Threads Application Programming Interface Background Background Background	 13 13 14 14 14 15 15 16 16 				

	10.3	ImageMagick Integration Project	17
Pa	rt 3:	User's Guide	19
11	Imag	e Channels	21
	11.1	Working with Image Channels	21
12	Imag	e Painting	22
	12.1	Image Painting	22
13	Colo	r Profiles	23
	13.1	Working with Color Profiles	23
14	Imag	e Drawing	24
	14.1	SVG	24
	14.2	MVG	24
Pa	rt 4:	Installation And Administration Guide	25
Pa 15		Installation And Administration Guide	
			27
	Insta	lling from Binary	27 27
	Insta 15.1	lling from Binary	27 27 27
	Insta 15.1 15.2	lling from Binary Downloading Linux RPM	27 27 27 27
	Insta 15.1 15.2 15.3	lling from Binary Downloading Linux RPM Windows	27 27 27 27 27
	Insta 15.1 15.2 15.3 15.4	lling from Binary Downloading Linux RPM Windows VMS	27 27 27 27 27 27
	Insta 15.1 15.2 15.3 15.4 15.5 15.6	lling from Binary Downloading Linux RPM Windows VMS Unix	27 27 27 27 27 27
15	Insta 15.1 15.2 15.3 15.4 15.5 15.6	Iling from Binary Downloading Linux RPM Windows VMS Unix Other	27 27 27 27 27 27 27
15	Insta 15.1 15.2 15.3 15.4 15.5 15.6 Insta	Iling from Binary Downloading Linux RPM Windows VMS Unix Other Iling from Source	 27 27 27 27 27 27 27 27 28
15	Insta 15.1 15.2 15.3 15.4 15.5 15.6 Insta 16.1	Iling from Binary Downloading Linux RPM Windows VMS Unix Other Iling from Source Downloading	 27 27 27 27 27 27 27 27 28 28
15	Insta 15.1 15.2 15.3 15.4 15.5 15.6 Insta 16.1 16.2	Iling from Binary Downloading Linux RPM Windows VMS Unix Other Iling from Source Downloading Unix	 27 27 27 27 27 27 27 28 28 28 28

viii

17	Customizing ImageMagick				
	17.1	Image Depth			
	17.2	Image Cache			
	17.3	Delegates			
	17.4	magic.mgk			
	17.5	fontmap.mgk			
Pa	rt 5:	Reference Manual 31			
18	Supp	orted Image Formats 33			
19	Com	mandline Options			
20	API Structures and Enumerations 73				
	20.1	API Structures			
	20.2	API Enumerations			
21	C AP	PI Methods			
	21.1	Methods to Constitute an Image 111			
	21.2	ImageMagick Image Methods113			
	21.3	Working With Image Lists			
	21.4	Methods to Count the Colors in an Image 128			
	21.5	Methods to Reduce the Number of Unique Colors in an Image . 131			
	21.6	Methods to Segment an Image with Thresholding Fuzzy c- Means			
	21.7	Methods to Resize an Image			
	21.8	Methods to Transform an Image			
	21.9	Methods to Shear or Rotate an Image by an Arbitrary Angle $\ldots 139$			
	21.10	Methods to Enhance an Image			
	21.11	ImageMagick Image Effects Methods			
	21.12	ImageMagick Image Decoration Methods151			
	21.13	Methods to Annotate an Image			
	21.14	Methods to Draw on an Image			
	21.15	Methods to Create a Montage			

	21.16	Image Text Attributes Methods158			
	21.17 Methods to Compute a Digital Signature for an Image 1				
	21.18 Methods to Interactively Animate an Image Sequence				
	21.19 Methods to Interactively Display and Edit an Image				
	21.20 Methods to Get or Set Image Pixels				
	21.21 ImageMagick Cache Views Methods				
	21.22 Image Pixel FIFO				
	21.23 Methods to Read or Write Binary Large Objects				
	21.24 ImageMagick Registry Methods				
	21.25 Methods to Read or List ImageMagick Image formats				
	21.26 ImageMagick Error Methods				
	21.27 ImageMagick Memory Allocation Methods				
	21.28	ImageMagick Progress Monitor Methods			
22	C ++ .	API Methods			
	22.1	Magick::Blob			
	22.2	Magick::CoderInfo180			
	22.3	Magick::Color			
	22.4	Magick::Drawable			
	22.5	Magick::Exception Classes			
	22.6	Magick::Geometry 201			
	22.7	Magick::Image Class			
	22.8				
	22.9	Magick::Pixels			
	22.10	Magick++ STL Support			
	22.11	Magick::TypeMetric			
	22.12	Special Format Characters			
23	Perl	API Methods			
	23.1	Image::Magick Attributes			
	23.2	Image::Magick Methods			
	23.3	Image::Magick Errors			
24	Reco	gnized Color Keyword Names			

References					298	
A	Appendix A	•••••				299
Inde	×					301

Preface

About This Book

Acknowledgement

Part 1 Quick Start Guide

Introduction

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

1.1 What is ImageMagick

- 1.1.1 Command-line Utility
- 1.1.2 Application Programming Interface
- 1.1.3 Scripting Language
- 1.1.4 General Purpose Imaging Solution
- 1.2 Getting Help
- 1.2.1 Web Site
- 1.2.2 Mailing List
- 1.2.3 Defect Tracking System

2 Image Primer

Abstract Please start every chapter with a short summary of what the reader may expect.

- 2.1 What is an Image
- 2.2 Image Depth
- 2.3 Colormapped Images
- 2.4 Compression
- 2.4.1 Lossless
- 2.4.2 Lossy
- 2.5 Colorspace
- 2.5.1 RGB
- 2.5.2 CMYK
- 2.6 Meta-Information
- 2.7 Image Formats

3 Image Tools

Abstract Please start every chapter with a short summary of what the reader may expect.

- 3.0.1 Identify
- 3.0.2 Convert
- 3.0.3 Mogrify
- 3.0.4 Composite
- 3.0.5 Montage
- 3.0.6 Display
- 3.0.7 Animate
- 3.0.8 Import
- 3.0.9 Conjure

4 Image Transformations

Abstract Please start every chapter with a short summary of what the reader may expect.

4.1 How to specify an image

- 4.1.1 Implicitly
- 4.1.2 Explicitly
- 4.1.3 By URL
- 4.2 Convert from one Image Format to Another
- 4.3 Colormap Manipulation
- 4.4 Resize an Image
- 4.5 Crop
- 4.6 Enhance
- 4.7 Effects
- 4.7.1 Special Effects
- 4.7.2 Image Preview
- 4.8 Decorate
- 4.9 Annotate
- 4.10 Draw
- 4.11 Composite
- 4.12 Meta-Information
- 4.12.1 Comment
- 4.13 Miscellanious Transforms
- 4.13.1 Append

5 Advanced ImageMagick Features

Abstract Please start every chapter with a short summary of what the reader may expect.

5.1 Working with Multi-resolution Images

- 5.1.1 PCD
- 5.1.2 PTIF
- 5.2 Working with an Image Sequence
- 5.2.1 Animation
- 5.2.2 Delay
- 5.2.3 Loop
- 5.3 Working with a Group of Images
- 5.4 Working with Raw Images
- 5.4.1 Size
- 5.4.2 Depth
- 5.4.3 Interlace
- 5.5 Using ImageMagick from a Web Browser

Part 2 Application Programming Interface

6 C Application Programming Interface

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

6.1 Working with Blobs

6.2 Working with Threads

- 6.2.1 Posix
- 6.2.2 Windows

C++ Application Programming Interface

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

7.1 Working with Blobs

7.2 Working with Threads

- 7.2.1 Posix
- 7.2.2 Windows

8 Perl Application Programming Interface

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

8.1 Background

9 PHP Application Programming Interface

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

9.1 Background

10 Other Application Programming Interfaces

Abstract Please start every chapter with a short summary of what the reader may expect.

- 10.1 Java
- 10.2 Python
- 10.3 ImageMagick Integration Project

Part 3 User's Guide

11 Image Channels

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

11.1 Working with Image Channels

12 Image Painting

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

12.1 Image Painting

12.1.1 Paint Type

Color

Matte

12.1.2 Paint Method

Floodfill

Point

Replace

FillToBorder

Reset

12.1.3 Fuzz Factor

13 Color Profiles

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

13.1 Working with Color Profiles

14 Image Drawing

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

14.1 SVG

14.2 MVG

Part 4 Installation And Administration Guide

15 Installing from Binary

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

15.1 Downloading

- 15.1.1 web
- 15.1.2 ftp
- 15.2 Linux RPM
- 15.3 Windows
- 15.4 VMS
- 15.5 Unix
- 15.6 Other

16 Installing from Source

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

- 16.1 Downloading
- 16.1.1 FTP
- 16.1.2 CVS
- 16.2 Unix
- 16.2.1 Configure
- 16.2.2 Modules
- 16.3 Windows
- 16.3.1 Configure
- 16.3.2 Modules
- 16.4 Macintosh
- 16.5 VMS

17 Customizing ImageMagick

Abstract Please start every chapter with a short summary of what the reader may expect.

To start with we suggest that every heading is followed by at least a short passage of text in order to avoid a simple listing of different hierarchies.

17.1 Image Depth

- 17.1.1 8-bit
- 17.1.2 16-bit
- 17.2 Image Cache
- 17.2.1 Persistent Cache
- 17.3 Delegates
- 17.3.1 Library Delegates
- 17.3.2 Delegates.mgk
- 17.4 magic.mgk
- 17.5 fontmap.mgk

Part 5 Reference Manual

18 Supported Image Formats

Listed here are the various file formats supported by ImageMagick. The Format is the image format identifier and is typically used as the image file extension (e.g. image.png for the PNG image format). The mode shows the type of support: r = read; w = write; + = multi-image files. So for example, a mode of rw+ means ImageMagick can read, write, and save more than one image of a sequence to the same blob or file. Finally the description tells what the image format is in case you cannot tell directly from the format identifier (e.g. 8BIM is the Photoshop resource format).

Table18.1: Supported Image Formats

Supported Image Formats

Format	Mode	Description
8BIM	rw-	Photoshop resource format
AFM	r–	TrueType font
APP1	rw-	Photoshop resource format
ART	r–	PF1: 1st Publisher
AVI	r–	Audio/Visual Interleaved
AVS	rw+	AVS X image
BIE	rw-	Joint Bi-level Image experts Group interchange format
BMP	rw+	Microsoft Windows bitmap image
CAPTION	*r+	Caption (requires separate size info)
CMYK	rw-	Raw cyan, magenta, yellow, and black samples
		(8 or 16 bits, depending on the image depth)
CMYKA	rw-	Raw cyan, magenta, yellow, black, and matte samples
		(8 or 16 bits, depending on the image depth)
CUT	r–	DR Halo
DCM	r–	Digital Imaging and Communications in Medicine image

Format	Mode	Description	
DCX	rw+	ZSoft IBM PC multi-page Paintbrush	
DIB	rw+	Microsoft Windows bitmap image	
DPS	r–	Display Postscript	
DPX	r–	Digital Moving Picture Exchange	
EPDF	rw-	Encapsulated Portable Document Format	
EPI	rw-	Adobe Encapsulated PostScript Interchange format	
EPS	rw-	Adobe Encapsulated PostScript	
EPS2	-w-	Adobe Level II Encapsulated PostScript	
EPS3	-w-	Adobe Level III Encapsulated PostScript	
EPSF	rw-	Adobe Encapsulated PostScript	
EPSI	rw-	Adobe Encapsulated PostScript Interchange format	
EPT	rw-	Adobe Encapsulated PostScript with TIFF preview	
FAX	rw+	Group 3 FAX	
FILE	r–	Uniform Resource Locator	
FITS	rw-	Flexible Image Transport System	
FPX	rw-	FlashPix Format	
FTP	r–	Uniform Resource Locator	
G3	rw-	Group 3 FAX	
GIF	rw+	CompuServe graphics interchange format	
GIF87	rw-	CompuServe graphics interchange format (version 87a)	
GRADIENT	r–	Gradual passing from one shade to another	
GRANITE	r–	Granite texture	
GRAY	rw+	Raw gray samples (8 or 16 bits, depending on the	
		image depth)	
Н	rw-	Internal format	
HDF		rw+ Hierarchical Data Format	
HISTOGRAM	-w-	Histogram of the image	
HTM	-w-	Hypertext Markup Language and a client-side image map	
HTML	-w-	Hypertext Markup Language and a client-side image map	
HTTP	r–	Uniform Resource Locator	
ICB	rw+	Truevision Targa image	
ICM	rw-	ICC Color Profile	
ICO	r–	Microsoft icon	
ICON	r–	Microsoft icon	
IMPLICIT			
IPTC	rw-	IPTC Newsphoto	
JBG	rw+	Joint Bi-level Image experts Group interchange format	
JBIG	rw+	Joint Bi-level Image experts Group interchange format	
JP2	rw-	JPEG-2000 JP2 File Format Syntax	
JPC	rw-	JPEG-2000 Code Stream Syntax	
JPEG	rw-	Joint Photographic Experts Group JFIF format	
	I		

Format	Mode	Description		
JPG	rw-	Joint Photographic Experts Group JFIF format		
LABEL	r–	Text image format		
LOGO	rw-	ImageMagick Logo		
M2V	rw+	MPEG-2 Video Stream		
MAP	rw-	Colormap intensities (8 or 16 bits, depending on		
		the image depth) and indices (8 or 16 bits, depending		
		on whether $colors \leq 256$).		
MAT	-w+	MATLAB image format		
MATTE	-w+	MATTE format		
MIFF	rw+	Magick image format		
MNG	rw+	Multiple-image Network Graphics		
MONO	rw-	Bi-level bitmap in least-significant-byte first order		
MPC	rw-	Magick Persistent Cache image format		
MPEG	rw+	MPEG-1 Video Stream		
MPG	rw+	MPEG-1 Video Stream		
MPR	r—	Magick Persistent Registry		
MSL	r—	Magick Scripting Language		
MTV	rw+	MTV Raytracing image format		
MVG	rw-	Magick Vector Graphics		
NETSCAPE	r—	Netscape 216 color cube		
NULL	r–	Constant image of uniform color		
ОТВ	rw-	On-the-air bitmap		
P7	rw+	Xv thumbnail format		
PAL	rw-	16bit/pixel interleaved YUV		
PALM	rw-	PALM Pixmap		
PBM	rw+	Portable bitmap format (black and white)		
PCD	rw-	Photo CD		
PCDS	rw-	Photo CD		
PCL	-w-	Page Control Language		
РСТ	rw-	Apple Macintosh QuickDraw/PICT		
PCX	rw-	ZSoft IBM PC Paintbrush		
PDB	r—	Pilot Image Format		
PDF	rw+	Portable Document Format		
PFA	r–	TrueType font		
PFB	r–	TrueType font		
PFM	r–	TrueType font		
PGM	rw+	Portable graymap format (gray scale)		
PICON	rw-	Personal Icon		
PICT	rw-	Apple Macintosh QuickDraw/PICT		
PIX	r–	Alias/Wavefront RLE image format		
PLASMA	r–	Plasma fractal image		

Format	Mode	Description	
PM	rw-	X Windows system pixmap (color)	
PNG	rw-	Portable Network Graphics	
PNM	rw+	Portable anymap	
PPM	rw+	Portable pixmap format (color)	
PREVIEW	-w-	Show a preview an image enhancement, effect, or f/x	
PS	rw+	Adobe PostScript	
PS2	-w+	Adobe Level II PostScript	
PS3	-w+	Adobe Level III PostScript	
PSD	rw-	Adobe Photoshop bitmap	
PTIF	rw-	Pyramid encoded TIFF	
PWP	r–	Seattle Film Works	
RAS	rw+	SUN Rasterfile	
RGB	rw+	Raw red, green, and blue samples (8 or 16 bits,	
		depending on the image depth)	
RGBA	rw+	Raw red, green, blue, and matte samples (8 or 16	
		bits, depending on the image depth)	
RLA	r–	Alias/Wavefront image	
RLE	r–	Utah Run length encoded image	
ROSE	*rw-	70x46 Truecolor test image	
SCT	r–	Scitex HandShake	
SFW	r–	Seattle Film Works	
SGI	rw+	Irix RGB image	
SHTML	-W-	Hypertext Markup Language and a client-side image map	
STEGANO	r–	Steganographic image	
SUN	rw+	SUN Rasterfile	
SVG	rw+	Scalable Vector Gaphics	
TEXT	rw+	Raw text	
TGA	rw+	Truevision Targa image	
TIF	rw+	Tagged Image File Format	
TIFF	rw+	Tagged Image File Format	
TILE	r–	Tile image with a texture	
TIM	r–	PSX TIM	
TTF	r–	TrueType font	
TXT	rw+	Raw text	
UIL	-W-	X-Motif UIL table	
UYVY	rw-	16bit/pixel interleaved YUV	
VDA	rw+	Truevision Targa image	
VICAR	rw-	VICAR rasterfile format	
VID	rw+	Visual Image Directory	
VIFF	rw+	Khoros Visualization image	
VST	rw+	Truevision Targa image	

Format	Mode	Description
WBMP	rw-	Wireless Bitmap (level 0) image
WMF	r–	Windows Metafile
WPG	r–	Word Perfect Graphics
Х	rw-	X Image
XBM	rw-	X Windows system bitmap (black and white)
XC	r–	Constant image uniform color
XCF	r–	GIMP image
XML	r–	Scalable Vector Gaphics
XPM	rw-	X Windows system pixmap (color)
XV	rw+	Khoros Visualization image
XWD	rw-	X Windows system window dump (color)
YUV	rw-	CCIR 601 4:1:1

Your installation might not support all of the formats in the list. To get an upto-date listing of the formats supported by your particular configuration, run "convert -list format".

This is a combined list of the commandline options used by the ImageMagick utilities (*animate, composite, convert, display, identify, import, mogrify* and *montage*).

In this document, angle brackets ("<>") enclose variables and curly brackets ("{}") enclose optional parameters. For example, "-fuzz <distance>{%}" means you can use the option "-fuzz 10" or "-fuzz 2%".

-adjoin join images into a single multi-image file

By default, all images of an image sequence are stored in the same file. However, some formats (e.g. JPEG) do not support more than one image and are saved to separate files. Use **+adjoin** to force this behavior.

-affine < matrix> drawing transform matrix

This option provides a transform matrix $\{xx, rx, ry, sy, tx, ty\}$ for use by subsequent **-draw** or **-transform** options.

-antialias remove pixel aliasing

By default antialiasing algorithms are used when drawing objects (e.g. lines) or rendering vector formats (e.g. WMF and Postscript). Use +antialias to disable use of antialiasing algorithms. Reasons to disable antialiasing

include avoiding increasing colors in the image, or improving rendering speed.

-append a set of images

This option creates a single image where the images in the original set are stacked top-to-bottom. If they are not of the same width, any narrow images will be expanded to fit using the background color. Use +**append** to stack images left-to-right. The set of images is terminated by the appearance of any op-

tion. If the **-append** option appears after all of the input images, all images are appended.

-average a set of images

The set of images is terminated by the appearance of any option. If the **-average** option appears after all of the input images, all images are averaged.

-backdrop < color> display the image centered on a backdrop.

This backdrop covers the entire workstation screen and is useful for hiding other X window activity while viewing the image. The color of the backdrop is specified as the background color. The color is specified using the format described in the "Color Names" section of X(1). Refer to "X Resources" in the manual page for *display* for details.

-background < color> the background color

The color is specified using the format described in the "Color Names" section of X(1).

-blur < radius> x< sigma> blur the image with a Gaussian operator

Blur with the given radius and standard deviation (sigma).

-border < width>x< height> surround the image with a border of color

See -geometry for details about the geometry specification.

-bordercolor < color> the border color

The color is specified using the format described in the "Color Names" section of X(1).

-borderwidth < geometry> the border width

-box < **color** > set the color of the annotation bounding box

The color is specified using the format described in the "Color Names" section of X(1).

See -draw for further details.

-cache < threshold> megabytes of memory available to the pixel cache

Image pixels are stored in memory until 80 megabytes of memory have been consumed. Subsequent pixel operations are cached on disk. Operations to memory are significantly faster but if your computer does not have a sufficient amount of free memory you may want to adjust this threshold value.

-channel < type> the type of channel

Choose from: Red, Green, Blue, Opacity, Cyan, Magenta, Yellow, or Black.

Use this option to extract a particular *channel* from the image. **Matte**, for example, is useful for extracting the opacity values from an image.

-charcoal < factor> simulate a charcoal drawing

-chop < width>x < height>{+-}<y>{%} remove pixels from the interior of an image

Width and *height* give the number of columns and rows to remove, and *x* and *y* are offsets that give the location of the leftmost column and topmost row to remove.

The *x* offset normally specifies the leftmost column to remove. If the **-gravity** option is present with *NorthEast, East,* or *SouthEast* gravity, it gives the distance leftward from the right edge of the image to the rightmost column to remove. Similarly, the *y* offset normally specifies the topmost row to remove, but if the **-gravity** option is present with *SouthWest, South,* or *SouthEast* gravity, it specifies the distance upward from the bottom edge of the image to the bottom row to remove.

The **-chop** option removes entire rows and columns, and moves the remaining corner blocks leftward and upward to close the gaps.

-clip apply the clipping path, if one is present

If a clipping path is present, it will be applied to subsequent operations.

For example, if you type the following command:

convert -clip -negate cockatoo.tif negated.tif

only the pixels within the clipping path are negated.

The **-clip** feature requires the XML library. If the XML library is not present, the option is ignored.

-coalesce merge a sequence of images

Each image N in the sequence after Image 0 is replaced with the image created by flattening images 0 through N.

The set of images is terminated by the appearance of any option. If the **-coalesce** option appears after all of the input images, all images are coalesced.

-colorize < value> colorize the image with the pen color

Specify the amount of colorization as a percentage. You can apply separate colorization values to the red, green, and blue channels of the image with a colorization value list delineated with slashes (e.g. 0/0/50).

-colormap < type> define the colormap type

Choose between shared or private.

This option only applies when the default X server visual is *PseudoColor* or *GRAYScale*. Refer to **-visual** for more details. By default, a shared colormap is allocated. The image shares colors with other X clients. Some image colors could be approximated, therefore your image may look very different than intended. Choose **Private** and the image colors appear exactly as they are defined. However, other clients may go *technicolor* when the image colormap is installed.

-colors < value> preferred number of colors in the image

The actual number of colors in the image may be less than your request, but never more. Note, this is a color reduction option. Images with less unique colors than specified with this option will have any duplicate or unused colors removed. Refer to quantize for more details.

Note, options **-dither**, **-colorspace**, and **-treedepth** affect the color reduction algorithm.

-colorspace < value> the type of colorspace

Choices are: GRAY, OHTA, RGB, Transparent, XYZ, YCbCr, YIQ, YPbPr, YUV, or CMYK.

Color reduction, by default, takes place in the RGB color space. Empirical evidence suggests that distances in color spaces such as YUV or YIQ correspond to perceptual color differences more closely than do distances in RGB space. These color spaces may give better results when color reducing an image. Refer to quantize for more details.

The **Transparent** color space behaves uniquely in that it preserves the matte channel of the image if it exists.

The -colors or -monochrome option is required for this option to take effect.

-comment < string> annotate an image with a comment

Use this option to assign a specific comment to the image. You can include the image filename, type, width, height, or other image attribute by embedding special format characters:

%b	file size
%C	comment
%d	directory
%е	filename extension
%f	filename
%h	height
%i	input filename
%k	number of unique colors
%1	label
%m	magick
%n	number of scenes
80	output filename
%р	page number
%q	quantum depth
%S	scene number
%t	top of filename
%u	unique temporary filename
%w	width
%x	x resolution
%у	y resolution
8#	signature
∖n	newline
\r	carriage return

For example,

-comment "%m:%f %wx%h"

produces an image comment of **MIFF:bird.miff 512x480** for an image titled **bird.miff** and whose width is 512 and height is 480.

If the first character of *string* is @, the image comment is read from a file titled by the remaining characters in the string.

-compose < operator> the type of image composition

[This option is not used by *convert* but this section is included because it describes the composite operators that are used by the **-draw** option of *convert*.]

By default, each of the composite image pixels are replaced by the corresponding image tile pixel. You can choose an alternate composite operation:

Over In Out Atop Xor Plus Minus bbA Subtract Difference Multiply Bumpmap Copy CopyRed CopyGreen CopyBlue CopyOpacity

How each operator behaves is described below.

Over

The result will be the union of the two image shapes, with opaque areas of *composite image* obscuring *image* in the region of overlap.

In

The result is simply *composite image* cut by the shape of *image*. None of the image data of *image* will be in the result.

Out

The resulting image is *composite image* with the shape of *image* cut out.

Atop

The result is the same shape as image *image*, with *composite image* obscuring *image* where the image shapes overlap. Note this differs from **over** because the portion of *composite image* outside *image*'s shape does not appear in the result.

Xor

The result is the image data from both *composite image* and *image* that is outside the overlap region. The overlap region will be blank.

Plus

The result is just the sum of the image data. Output values are cropped to 255 (no overflow). This operation is independent of the matte channels.

Minus

The result of *composite image - image*, with underflow cropped to zero. The matte channel is ignored (set to 255, full coverage).

Add

The result of *composite image* + *image*, with overflow wrapping around (*mod* 256).

Subtract

The result of *composite image* - *image*, with underflow wrapping around (*mod* 256). The **add** and **subtract** operators can be used to perform reversible transformations.

Difference

The result of abs(*composite image - image*). This is useful for comparing two very similar images.

Multiply

The result of *composite image* * *image*. This is useful for the creation of drop-shadows.

Bumpmap

The result image shaded by composite image.

Copy

The resulting image is *image* replaced with *composite image*. Here the matte information is ignored.

CopyRed

The resulting image is the red layer in *image* replaced with the red layer in *composite image*. The other layers are copied untouched.

CopyGreen

The resulting image is the green layer in *image* replaced with the green layer in *composite image*. The other layers are copied untouched.

CopyBlue

The resulting image is the blue layer in *image* replaced with the blue layer in *composite image*. The other layers are copied untouched.

CopyOpacity

The resulting image is the matte layer in *image* replaced with the matte layer in *composite image*. The other layers are copied untouched.

The image compositor requires a matte, or alpha channel in the image for some operations. This extra channel usually defines a mask which represents a sort of a cookie-cutter for the image. This is the case when matte is 255 (full coverage) for pixels inside the shape, zero outside, and between zero and 255 on the boundary. For certain operations, if *image* does not have a matte channel, it is initialized with 0 for any pixel matching in color to pixel location (0,0), otherwise 255 (to work properly **borderwidth** must be 0).

-compress < type> the type of image compression

Choices are: None, BZip, Fax, Group4, JPEG, Lossless, LZW, RLE or Zip.

Specify **+compress** to store the binary image in an uncompressed format. The default is the compression type of the specified image file.

If *LZW* compression is specified but LZW compression has not been enabled, the image data will be written in an uncompressed LZW format that can be read by LZW decoders. This may result in larger-than-expected GIF files.

"*Lossless*" refers to lossless JPEG, which is only available if the JPEG library has been patched to support it.

Use the **-quality** option to set the compression level to be used by JPEG, PNG, MIFF, and MPEG encoders. Use the **-sampling_factor** option to set the sampling factor to be used by JPEG, MPEG, and YUV encoders for downsampling the chroma channels.

-contrast enhance or reduce the image contrast

This option enhances the intensity differences between the lighter and darker elements of the image. Use **-contrast** to enhance the image or **+contrast** to reduce the image contrast.

-crop < width>x< height>{+-}<x>{+-}<y>{%} preferred size and location of the cropped image

See -geometry for details about the geometry specification.

The width and height give the size of the image that remains after cropping, and x and y are offsets that give the location of the top left corner of the cropped image with respect to the original image. To specify the amount to be removed, use **-shave** instead.

To specify a percentage width or height to be removed instead, append %. For example to crop the image by ten percent (five percent on each side of the image), use **-crop 10%**.

If the *x* and *y* offsets are present, a single image is generated, consisting of the pixels from the cropping region. The offsets specify the location of the upper left corner of the cropping region measured downward and rightward with respect to the upper left corner of the image. If the **-gravity** option is present with *NorthEast, East,* or *SouthEast* gravity, it gives the distance leftward from the right edge of the image to the right edge of the cropping region. Similarly, if the **-gravity** option is present with *SouthWest, South,* or *SouthEast* gravity, the distance is measured upward between the bottom edges.

If the *x* and *y* offsets are omitted, a set of tiles of the specified geometry, covering the entire input image, is generated. The rightmost tiles and the bottom tiles are smaller if the specified geometry extends beyond the dimensions of the input image.

-cycle < amount> displace image colormap by amount

Amount defines the number of positions each colormap entry is shifted.

-debug enable debug printout

-deconstruct break down an image sequence into constituent parts

The sequence of images is terminated by the appearance of any option. If the **-deconstruct** option appears after all of the input images, all images are deconstructed.

-delay < 1/100ths of a second> display the next image after pausing

This option is useful for regulating the animation of image sequences *Delay/100* seconds must expire before the display of the next image. The default is no delay between each showing of the image sequence. The maximum delay is 65535.

You can specify a delay range (e.g. *-delay 10-500*) which sets the minimum and maximum delay.

-*density* <*width*>*x*<*height*> vertical and horizontal resolution in pixels of the image

This option specifies an image density when decoding a *PostScript* or Portable Document page. The default is 72 dots per inch in the horizontal and vertical direction. This option is used in concert with **-page**.

-depth < value> depth of the image

This is the number of bits in a color sample within a pixel. The only acceptable values are 8 or 16. Use this option to specify the depth of raw images whose depth is unknown such as GRAY, RGB, or CMYK, or to change the depth of any image after it has been read.

-descend obtain image by descending window hierarchy

-despeckle reduce the speckles within an image

-displace < horizontal scale>x< vertical scale> shift image pixels as defined by a displacement map

With this option, *composite image* is used as a displacement map. Black, within the displacement map, is a maximum positive displacement. White is a maximum negative displacement and middle gray is neutral. The displacement is scaled to determine the pixel shift. By default, the displacement applies in both the horizontal and vertical directions. However, if you specify *mask*, *composite image* is the horizontal X displacement and *mask* the vertical Y displacement.

-display < host: display[.screen]> specifies the X server to contact

This option is used with convert for obtaining image or font from this X server. See X(1).

-dispose < method > GIF disposal method

Here are the valid methods:

0	No disposal specified.
1	Do not dispose between frames.
2	Overwrite frame with background color
	from header.
3	Overwrite with previous frame.

-dissolve <percent> dissolve an image into another by the given percent

The opacity of the composite image is multiplied by the given percent, then it is composited over the main image.

-dither apply Floyd/Steinberg error diffusion to the image

The basic strategy of dithering is to trade intensity resolution for spatial resolution by averaging the intensities of several neighboring pixels. Images which suffer from severe contouring when reducing colors can be improved with this option.

The -colors or -monochrome option is required for this option to take effect.

Use +**dither** to turn off dithering and to render PostScript without text or graphic aliasing.

-draw < string> annotate an image with one or more graphic primitives

Use this option to annotate an image with one or more graphic primitives. The primitives include shapes, text, transformations, and pixel operations. The shape primitives are

x,y		
x0,y0	x1,y1	
x0,y0	x1,y1	
x0,y0	x1,y1	wc,hc
x0,y0	x1,y1	a0,a1
x0,y0	rx,ry	a0,a1
x0,y0	x1,y1	
x0,y0	• • •	xn,yn
	x0,y0 x0,y0 x0,y0 x0,y0 x0,y0 x0,y0	x,y x0,y0 x1,y1 x0,y0 x1,y1 x0,y0 x1,y1 x0,y0 x1,y1 x0,y0 rx,ry x0,y0 x1,y1 x0,y0

polygon	x0,y0	xn,yn	
Bezier	x0,y0	xn,yn	
path	path specif:	cation	
image	operator x0	y0 w,h file	name

The text primitive is

text	x0,y0	string
------	-------	--------

The transformation primitives are

rotate	degrees
translate	dx,dy
scale	sx,sy
skewX	degrees
skewY	degrees

The pixel operation primitives are

color	x0,y0	method
matte	x0,y0	method

The shape primitives are drawn in the color specified in the preceding **-stroke** option. Except for the **line** and **point** primitives, they are filled with the color specified in the preceding **-fill** option. For unfilled shapes, use **-fill** none.

Point requires a single coordinate.

Line requires a start and end coordinate.

Rectangle expects an upper left and lower right coordinate.

RoundRectangle has the upper left and lower right coordinates and the width and height of the corners.

Circle has a center coordinate and a coordinate for the outer edge.

Use **Arc** to circumscribe an arc within a rectangle. Arcs require a start and end point as well as the degree of rotation (e.g. 130,30 200,100 45,90).

Use **Ellipse** to draw a partial ellipse centered at the given point with the x-axis and y-axis radius and start and end of arc in degrees (e.g. 100,100 100,150 0,360).

Finally, **polyline** and **polygon** require three or more coordinates to define its boundaries. Coordinates are integers separated by an optional comma. For example, to define a circle centered at 100,100 that extends to 150,150 use:

-draw 'circle 100,100 150,150'

Paths (See Paths) represent an outline of an object which is defined in terms of moveto (set a new current point), lineto (draw a straight line), curveto (draw a curve using a cubic Bezier), arc (elliptical or circular arc) and closepath (close the current shape by drawing a line to the last moveto) elements. Compound paths (i.e., a path with subpaths, each consisting of a single moveto followed by one or more line or curve operations) are possible to allow effects such as "donut holes" in objects.

Use **image** to composite an image with another image. Follow the image keyword with the composite operator, image location, image size, and filename:

-draw 'image Over 100,100 225,225 image.jpg'

You can use 0,0 for the image size, which means to use the actual dimensions found in the image header. Otherwise, it will be scaled to the given dimensions. See **-compose** for a description of the composite operators.

Use **text** to annotate an image with text. Follow the text coordinates with a string. If the string has embedded spaces, enclose it in double quotes. Optionally you can include the image filename, type, width, height, or other image attribute by embedding special format character. See **-comment** for details.

For example,

-draw 'text 100,100 "%m:%f %wx%h"'

annotates the image with MIFF:bird.miff 512x480 for an image titled bird.miff and whose width is 512 and height is 480.

If the first character of *string* is @, the text is read from a file titled by the remaining characters in the string.

Rotate rotates subsequent shape primitives and text primitives about the origen of the main image. If the **-region** option precedes the **-draw** option, the origen for transformations is the upper left corner of the region.

Translate translates them.

Scale scales them.

SkewX and **SkewY** skew them with respect to the origen of the main image or the region.

The transformations modify the current affine matrix, which is initialized from the initial affine matrix defined by the **-affine** option. Transformations are cumulative within the **-draw** option. The initial affine matrix is not affected; that matrix is only changed by the appearance of another **-affine** option. If another **-draw** option appears, the current affine matrix is reinitialized from the initial affine matrix.

Use **color** to change the color of a pixel to the fill color (see **-fill**). Follow the pixel coordinate with a method:

point replace floodfill filltoborder reset

Consider the target pixel as that specified by your coordinate. The **point** method recolors the target pixel. The **replace** method recolors any pixel that matches the color of the target pixel. **Floodfill** recolors any pixel that matches the color of the target pixel and is a neighbor, whereas **filltoborder** recolors any neighbor pixel that is not the border color. Finally, **reset** recolors all pixels.

Use **matte** to the change the pixel matte value to transparent. Follow the pixel coordinate with a method (see the **color** primitive for a description of methods). The **point** method changes the matte value of the target pixel. The **replace** method changes the matte value of any pixel that matches the color of the target pixel. **Floodfill** changes the matte value of any pixel that matches the color of the target pixel and is a neighbor, whereas **filltoborder** changes the matte value of any neighbor pixel that is not the border color (**-bordercolor**). Finally **reset** changes the matte value of all pixels.

You can set the primitive color, font, and font bounding box color with **-fill**, **- font**, and **-box** respectively. Options are processed in command line order so be sure to use these options *before* the **-draw** option.

-edge <radius> detect edges within an image

-emboss emboss an image

-encoding < type> specify the font encoding

Choose from AdobeCustom, AdobeExpert, AdobeStandard, AppleRoman, BIG5, GB2312, Latin 2, None, SJIScode, Symbol, Unicode, Wansung.

-endian < type> specify endianness (MSB or LSB) of output image

Use +endian to revert to unspecified endianness.

-enhance apply a digital filter to enhance a noisy image

-equalize perform histogram equalization to the image

-fill <color> color to use when filling a graphic primitive

The color is specified using the format described in the "Color Names" section of X(1).

See -draw for further details.

-filter < type > use this type of filter when resizing an image

Use this option to affect the resizing operation of an image (see **-geometry**). Choose from these filters:

Point Box Triangle Hermite Hanning Blackman Gaussian Quadratic Cubic Catrom Mitchell Lanczos Bessel Sinc

The default filter is Lanczos

-flatten flatten a sequence of images

The sequence of images is replaced by a single image created by composing each image after the first over the first image.

The sequence of images is terminated by the appearance of any option. If the **-flatten** option appears after all of the input images, all images are flattened.

-flip create a "mirror image"

reflect the scanlines in the vertical direction.

-flop create a "mirror image"

reflect the scanlines in the horizontal direction.

-font < name> use this font when annotating the image with text

You can tag a font to specify whether it is a PostScript, TrueType, or OPTION1 font. For example, Arial.ttf is a TrueType font, ps:helvetica is PostScript, and x:fixed is OPTION1.

-foreground < color> define the foreground color

The color is specified using the format described in the "Color Names" section of X(1).

-format < type> the image format type

This option will convert any image to the image format you specify. See *ImageMagick(1)* for a list of image format types supported by **ImageMagick**.

By default the file is written to its original name. However, if the filename extension matches a supported format, the extension is replaced with the image format type specified with **-format**. For example, if you specify *tiff* as the format type and the input image filename is *image.gif*, the output image filename becomes *image.tiff*.

-format < string> output formatted image characteristics

Use this option to print information about the image in a format of your choosing. You can include the image filename, type, width, height, or other image attributes by embedding special format characters:

%b	file size
βC	comment
%d	directory
°е	filename extension
%f	filename
%h	height
8i	input filename
%k	number of unique colors
81	label
%m	magick
%n	number of scenes
80	output filename
%р	page number
%d	quantum depth
%S	scene number
%t	top of filename
%u	unique temporary filename
%w	width

x resolution

%х

۶y	y resolution
8#	signature
∖n	newline
\r	carriage return

For example,

-format "%m:%f %wx%h"

displays **MIFF:bird.miff 512x480** for an image titled **bird.miff** and whose width is 512 and height is 480.

If the first character of *string* is @, the format is read from a file titled by the remaining characters in the string.

-frame < width>x<height>+<outer bevel width>+<inner bevel width> surround the image with an ornamental border

See **-geometry** for details about the geometry specification. The **-frame** option is not affected by the **-gravity** option.

The color of the border is specified with the **-mattecolor** command line option.

-frame include the X window frame in the imported image

-fuzz < distance > { % } colors within this distance are considered equal

A number of algorithms search for a target color. By default the color must be exact. Use this option to match colors that are close to the target color in RGB space. For example, if you want to automatically trim the edges of an image with **-trim** but the image was scanned and the target background color may differ by a small amount. This option can account for these differences.

The *distance* can be in absolute intensity units or, by appending "%", as a percentage of the maximum possible intensity (255 or 65535).

-gamma < value> level of gamma correction

The same color image displayed on two different workstations may look different due to differences in the display monitor. Use gamma correction to adjust for this color difference. Reasonable values extend from **0.8** to **2.3**.

You can apply separate gamma values to the red, green, and blue channels of the image with a gamma value list delineated with slashes (e.g., **1.7/2.3/1.2**).

Use +gamma *value* to set the image gamma level without actually adjusting the image pixels. This option is useful if the image is of a known gamma but not set as an image attribute (e.g. PNG images).

-Gaussian < radius > x < sigma > blur the image with a Gaussian operator

Use the given radius and standard deviation (sigma).

-geometry < width>x < height>{+-}<x>{+-}<y>{%}{@}{!}{<}>> preferred size and location of the Image window.

By default, the window size is the image size and the location is chosen by you when it is mapped.

By default, the width and height are maximum values. That is, the image is expanded or contracted to fit the width and height value while maintaining the aspect ratio of the image. *Append an exclamation point to the geometry to force the image size to exactly the size you specify*. For example, if you specify 640x480! the image width is set to 640 pixels and height to 480.

If only the width is specified, the width assumes the value and the height is chosen to maintain the aspect ratio of the image. Similarly, if only the height is specified (e.g., $-geometry \times 256$), the width is chosen to maintain the aspect ratio.

To specify a percentage width or height instead, append %. The image size is multiplied by the width and height percentages to obtain the final image dimensions. To increase the size of an image, use a value greater than 100 (e.g. 125%). To decrease an image's size, use a percentage less than 100.

Use @ to specify the maximum area in pixels of an image.

Use > to change the dimensions of the image *only* if its width or height exceeds the geometry specification. < resizes the image *only* if both of its dimensions are less than the geometry specification. For example, if you specify ' 640×480 >' and the image size is 256x256, the image size does not change. However, if the image is 512x512 or 1024x1024, it is resized to 480x480. Enclose the geometry specification in quotation marks to prevent the < or > from being interpreted by your shell as a file redirection.

When used with *animate* and *display*, offsets are handled in the same manner as in X(1) and the **-gravity** option is not used. If the *x* is negative, the offset is measured leftward from the right edge of the screen to the right edge of the image being displayed. Similarly, negative *y* is measured between the bottom edges. The offsets are not affected by "%"; they are always measured in pixels.

When used as a *composite* option, **-geometry** gives the dimensions of the image and its location with respect to the composite image. If the **-gravity** option is present with *NorthEast, East,* or *SouthEast* gravity, the *x* represents the distance from the right edge of the image to the right edge of the composite image. Similarly, if the **-gravity** option is present with *SouthWest, South,* or *SouthEast* gravity, *y* is measured between the bottom edges. Accordingly, a positive offset will never point in the direction outside of the image. The offsets are not affected by "%"; they are always measured in pixels. To specify the dimensions of the composite image, use the **-resize** option.

When used as a *convert*, *import* or *mogrify* option, **-geometry** is synonymous with **-resize** and specifies the size of the output image. The offsets, if present, are ignored.

When used as a *montage* option, **-geometry** specifies the image size and border size for each tile; default is 256x256+0+0. Negative offsets (border dimensions) are meaningless. The **-gravity** option affects the placement of the image within the tile; the default gravity for this purpose is *Center*. If the "%" sign appears in the geometry specification, the tile size is the specified percentage of the original dimensions of the first tile. To specify the dimensions of the montage, use the **-resize** option.

-gravity < type> direction primitive gravitates to when annotating the image.

Choices are: NorthWest, North, NorthEast, West, Center, East, SouthWest, South, SouthEast.

The direction you choose specifies where to position the text or other graphic primitive when annotating the image. For example *Center* gravity forces the text to be centered within the image. By default, the image gravity is *NorthWest*. See **-draw** for more details about graphic primitives.

The **-gravity** option is also used in concert with the **-geometry** option and other options that take \langle **geometry** \rangle as a parameter, such as the **-crop** option. See **-geometry** for details of how the **-gravity** option interacts with the \langle **x** \rangle and \langle **y** \rangle parameters of a geometry specification.

When used as an option to *composite*, **-gravity** gives the direction that the image gravitates within the composite.

When used as an option to *montage*, **-gravity** gives the direction that an image gravitates within a tile. The default gravity is *Center* for this purpose.

-help print usage instructions

-iconGeometry < geometry > specify the icon geometry

Offsets, if present in the geometry specification, are handled in the same manner as the **-geometry** option, using X11 style to handle negative offsets.

-iconic iconic animation

-immutable make image immutable

-implode < factor> implode image pixels about the center

-intent < type> use this type of rendering intent when managing the image color

Use this option to affect the the color management operation of an image (see -profile). Choose from these intents: Absolute, Perceptual, Relative, Saturation

The default intent is undefined.

-interlace < type> the type of interlacing scheme

Choices are: None, Line, Plane, or Partition. The default is None.

This option is used to specify the type of interlacing scheme for raw image formats such as **RGB** or **YUV**.

None means do not interlace (RGBRGBRGBRGBRGBRGB...),

Line uses scanline interlacing (RRR...GGG...BBB...RRR...GGG...BBB...), and

Plane uses plane interlacing (RRRRRR...GGGGGGG...BBBBBBB...).

Partition is like plane except the different planes are saved to individual files (e.g. image.R, image.G, and image.B).

Use Line or Plane to create an interlaced PNG or GIF or progressive JPEG image.

-label < name> assign a label to an image

Use this option to assign a specific label to the image. Optionally you can include the image filename, type, width, height, or other image attribute by embedding special format character. See **-comment** for details.

For example,

-label "%m:%f %wx%h"

produces an image label of **MIFF:bird.miff 512x480** for an image titled **bird.miff** and whose width is 512 and height is 480.

If the first character of *string* is @, the image label is read from a file titled by the remaining characters in the string.

When converting to *PostScript*, use this option to specify a header string to print above the image. Specify the label font with **-font**.

-level < value> adjust the level of image contrast

Give three point values delineated with commas: black, mid, and white (e.g. 10,1.0,65000). The white and black points range from 0 to MaxRGB and mid ranges from 0 to 10.

-linewidth the line width for subsequent draw operations

-list < type> the type of list

Choices are: Delegate, Format, Magic, Module, or Type.

This option lists entries from the ImageMagick configuration files.

-loop <iterations> add Netscape loop extension to your GIF animation

A value other than zero forces the animation to repeat itself up to *iterations* times.

-magnify < factor> magnify the image

-map < filename> choose a particular set of colors from this image

[convert or mogrify]

By default, color reduction chooses an optimal set of colors that best represent the original image. Alternatively, you can choose a particular set of colors from an image file with this option.

Use +**map** to reduce all images in the image sequence that follows to a single optimal set of colors that best represent all the images. The sequence of images is terminated by the appearance of any option. If the +**map** option appears after all of the input images, all images are mapped.

-map < type > display image using this type.

[animate or display]

Choose from these Standard Colormap types:

best default gray red green blue

The *X* server must support the *Standard Colormap* you choose, otherwise an error occurs. Use **list** as the type and **display** searches the list of colormap types in **top-to-bottom** order until one is located. See xstdcmap(1) for one way of creating Standard Colormaps.

-mask < filename > Specify a clipping mask

The image read from the file is used as a clipping mask. It must have the same dimensions as the image being masked.

If the mask image contains an opacity channel, the opacity of each pixel is used to define the mask. Otherwise, the intensity (gray level) of each pixel is used.

Use +mask to remove the clipping mask.

It is not necessary to use -clip to activate the mask; -clip is implied by -mask.

-matte store matte channel if the image has one

If the image does not have a matte channel, create an opaque one.

Use **+matte** to ignore the matte channel and to avoid writing a matte channel in the output file.

-mattecolor < color> specify the color to be used with the -frame option

The color is specified using the format described in the "Color Names" section of X(1).

-median < radius> apply a median filter to the image

-mode < value> mode of operation

-modulate < value> vary the brightness, saturation, and hue of an image

Specify the percent change in brightness, the color saturation, and the hue separated by commas. For example, to increase the color brightness by 20% and decrease the color saturation by 10% and leave the hue unchanged, use: **-modulate 120,90**.

-monochrome transform the image to black and white

-morph < frames> morphs an image sequence

Both the image pixels and size are linearly interpolated to give the appearance of a meta-morphosis from one image to the next.

The sequence of images is terminated by the appearance of any option. If the **-morph** option appears after all of the input images, all images are morphed.

-mosaic create a mosaic from an image sequence

The -page option is used to locate the images within the mosaic.

The sequence of images is terminated by the appearance of any option. If the **-mosaic** option appears after all of the input images, all images are included in the mosaic.

-name name an image

-negate replace every pixel with its complementary color

The red, green, and blue intensities of an image are negated. White becomes black, yellow becomes blue, etc. Use +**negate** to only negate the grayscale pixels of the image.

-noise < radius | type> add or reduce noise in an image

The principal function of noise peak elimination filter is to smooth the objects within an image without losing edge information and without creating undesired structures. The central idea of the algorithm is to replace a pixel with its next neighbor in value within a pixel window, if this pixel has been found to be noise. A pixel is defined as noise if and only if this pixel is a maximum or minimum within the pixel window.

Use radius to specify the width of the neighborhood.

Use **+noise** followed by a noise type to add noise to an image. Choose from these noise types:

```
Uniform
Gaussian
Multiplicative
Impulse
Laplacian
Poisson
```

-noop NOOP (no option)

The **-noop** option can be used to terminate a group of images and reset all options to their default values, when no other option is desired.

-normalize transform image to span the full range of color values

This is a contrast enhancement technique.

-opaque < color > change this color to the pen color within the image

The color is specified using the format described in the "Color Names" section of X(1).

See -fill for more details.

-*page* < *width*>*x*<*height*>{+-}<*x*>{+-}<*y*>{%}{*l*}{<}>} size and location of an image canvas

Use this option to specify the dimensions of the *PostScript* page in dots per inch or a TEXT page in pixels. The choices for a PostScript page are:

11x17 Ledger	792 1224	1224 792
Legal	612	1008
Letter	612	792
LetterSmall	612	792
ArchE	2592	3456
ArchD	1728	2592
ArchC	1296	1728
ArchB	864	1296
ArchA	648	864
A0	2380	3368
AU Al	1684	2380
A2	1190	1684
A3	842	1190
A4	595	842
A4Small	595	842
A5	421	595
A6	297	421
A7	210	297
A8	148	210
A9	105	148
A10	74	105
в0	2836	4008
В1	2004	2836
В2	1418	2004
В3	1002	1418
В4	709	1002
В5	501	709
C0	2600	3677
C1	1837	2600
C2	1298	1837
C3	918	1298
C4	649	918
C5	459	649

C6	323	459
Flsa	612	936
Flse	612	936
HalfLetter	396	612

For convenience you can specify the page size by media (e.g. A4, Ledger, etc.). Otherwise, **-page** behaves much like **-geometry** (e.g. -page letter+43+43>).

To position a GIF image, use **-page**{+-}<x>{+-}<y>(e.g. -page +100+200).

For a PostScript page, the image is sized as in **-geometry** and positioned relative to the lower left hand corner of the page by $\{+-\}<xoffset>\{+-\}<yoffset>$. Use -page 612x792>, for example, to center the image within the page. If the image size exceeds the PostScript page, it is reduced to fit the page. The default gravity for the **-page** option is *NorthWest*, i.e., positive **x** and **y** offset are measured rightward and downward from the top left corner of the page, unless the **-gravity** option is present with a value other than *NorthWest*.

The default page dimensions for a TEXT image is 612x792.

This option is used in concert with -density.

```
-paint < radius> simulate an oil painting
```

Each pixel is replaced by the most frequent color in a circular neighborhood whose width is specified with *radius*.

```
-pause < seconds> pause between animation loops [animate]
```

Pause for the specified number of seconds before repeating the animation.

```
-pause < seconds> pause between snapshots [import]
```

Pause for the specified number of seconds before taking the next snapshot.

-pen <color> specify the pen color for drawing operations

The color is specified using the format described in the "Color Names" section of X(1).

This option is deprecated; use -fill instead.

-ping efficiently determine image characteristics

-pointsize < value> pointsize of the PostScript, OPTION1, or TrueType font

-preview < type> image preview type

Use this option to affect the preview operation of an image (e.g. convert -preview Gamma Preview:gamma.png). Choose from these previews:

Rotate Shear Roll Hue Saturation Brightness Gamma Spiff Dull Grayscale Quantize Despeckle ReduceNoise Add Noise Sharpen Blur Threshold EdgeDetect Spread Shade Raise Segment Solarize Swirl Implode Wave OilPaint CharcoalDrawing JPEG

The default preview is JPEG.

-process < command> process a sequence of images

The sequence of images is terminated by the appearance of any option. If the **-process** option appears after all of the input images, all images are processed.

-profile < filename> add ICM, IPTC, or generic profile to image

-profile filename adds an ICM (ICC color management), IPTC (newswire information), or a generic profile to the image.

19 Commandline Options

Use +profile icm, +profile iptc, or +profile profile_name to remove the respective profile. Use identify -verbose to find out what profiles are in the image file. Use +profile "*" to remove all profiles.

To extract a profile, the **-profile** option is not used. Instead, simply write the file to an image format such as *APP1*, *8BIM*, *ICM*, or *IPTC*.

For example, to extract the Exif data (which is stored in JPEG files in the *APP1* profile), use

convert cockatoo.jpg exifdata.app1

-quality < value> JPEG/MIFF/PNG compression level

For the JPEG and MPEG image formats, quality is 0 (lowest image quality and highest compression) to 100 (best quality but least effective compression). The default quality is 75. Use the **-sampling_factor** option to specify the factors for chroma downsampling.

For the MIFF image format, quality/10 is the zlib compression level, which is 0 (worst but fastest compression) to 9 (best but slowest). It has no effect on the image appearance, since the compression is always lossless.

For the MNG and PNG image formats, the quality value sets the zlib compression level (quality / 10) and filter-type (quality % 10). Compression levels range from 0 (fastest compression) to 100 (best but slowest). For compression level 0, the Huffman-only strategy is used, which is fastest but not necessarily the worst compression.

If filter-type is 4 or less, the specified filter-type is used for all scanlines:

0: none 1: sub 2: up 3: average 4: Paeth

If filter-type is 5, adaptive filtering is used when quality is greater than 50 and the image does not have a color map, otherwise no filtering is used.

If filter-type is 6, adaptive filtering with *minimum-sum-of-absolute-values* is used.

Only if the output is MNG, if filter-type is 7, the LOCO color transformation and adaptive filtering with *minimum-sum-of-absolute-values* are used.

The default is quality is 75, which means nearly the best compression with adaptive filtering. The quality setting has no effect on the appearance of PNG and MNG images, since the compression is always lossless.

For further information, see the PNG specification.

-raise < width>x< height> lighten or darken image edges

This will create a 3-D effect. See **-geometry** for details details about the geometry specification. Offsets are not used.

Use -raise to create a raised effect, otherwise use +raise.

-region < width>x < height> {+-} < x> {+-} < y> apply options to a portion of the image

The *x* and *y* offsets are treated in the same manner as in **-crop**.

-remote perform a remote operation

The only command recognized at this time is the name of an image file to load.

-resize < *width*>*x*<*height*>{%}{@}{{*!*}{<}{>} resize an image

This is an alias for the **-geometry** option and it behaves in the same manner. If the **-filter** option precedes the **-resize** option, the specified filter is used.

There are some exceptions:

When used as a *composite* option, **-resize** conveys the preferred size of the output image, while **-geometry** conveys the size and placement of the *composite image* within the main image.

When used as a *montage* option, **-resize** conveys the preferred size of the montage, while **-geometry** conveys information about the tiles.

-roll $\{+-\} < x > \{+-\} < y >$ roll an image vertically or horizontally

See **-geometry** for details the geometry specification. The *x* and *y* offsets are not affected by the **-gravity** option.

A negative x offset rolls the image left-to-right. A negative y offset rolls the image top-to-bottom.

-rotate < *degrees*>{<}{>} apply Paeth image rotation to the image

Use > to rotate the image only if its width exceeds the height. < rotates the image only if its width is less than the height. For example, if you specify -rotate "-90>" and the image size is 480x640, the image is not rotated. However, if the image is 640x480, it is rotated by -90 degrees. If you use > or <, enclose it in quotation marks to prevent it from being misinterpreted as a file redirection.

Empty triangles left over from rotating the image are filled with the color defined as **background** (class **backgroundColor**). See X(1) for details.

- 19 Commandline Options
- -sample < geometry> scale image with pixel sampling

See **-geometry** for details about the geometry specification. **-sample** ignores the **-filter** selection if the **-filter** option is present. Offsets, if present in the geometry string, are ignored, and the **-gravity** option has no effect.

-sampling_factor < horizontal_factor> x< vertical_factor> sampling factors used by JPEG or MPEG-2 encoder and YUV decoder/encoder.

This option specifies the sampling factors to be used by the JPEG encoder for chroma downsampling. If this option is omitted, the JPEG library will use its own default values. When reading or writing the YUV format and when writing the M2V (MPEG-2) format, use **-sampling_factor 2x1** to specify the 4:2:2 downsampling method.

-scale < geometry > scale the image.

See **-geometry** for details about the geometry specification. **-scale** uses a simpler, faster algorithm, and it ignores the **-filter** selection if the **-filter** option is present. Offsets, if present in the geometry string, are ignored, and the **-gravity** option has no effect.

-scene <value> set scene number

This option sets the scene number of an image or the first image in an image sequence.

-scenes < value-value> range of image scene numbers to read

Each image in the range is read with the filename followed by a period (.) and the decimal scene number. You can change this behavior by embedding a %d, %0Nd, %o, %0No, %x, or %0Nx printf format specification in the file name. For example,

montage -scenes 5-7 image.miff

makes a montage of files image.miff.5, image.miff.6, and image.miff.7, and

animate -scenes 0-12 image%02d.miff

animates files image00.miff, image01.miff, through image12.miff.

-screen specify the screen to capture

This option indicates that the GetImage request used to obtain the image should be done on the root window, rather than directly on the specified window. In this way, you can obtain pieces of other windows that overlap the specified window, and more importantly, you can capture menus or other popups that are independent windows but appear over the specified window.

-seed < value> pseudo-random number generator seed value

-segment < cluster threshold>x< smoothing threshold> segment an image

Segment an image by analyzing the histograms of the color components and identifying units that are homogeneous with the fuzzy c-means technique.

Specify *cluster threshold* as the number of pixels in each cluster must exceed the the cluster threshold to be considered valid. *Smoothing threshold* eliminates noise in the second derivative of the histogram. As the value is increased, you can expect a smoother second derivative. The default is 1.5. See "Image Segmentation" in the manual page for *display* for details.

-shade < azimuth > x < elevation > shade the image using a distant light source

Specify *azimuth* and *elevation* as the position of the light source. Use +**shade** to return the shading results as a grayscale image.

-shadow < radius > x < sigma > shadow the montage

-shared_memory use shared memory

This option specifies whether the utility should attempt use shared memory for pixmaps. ImageMagick must be compiled with shared memory support, and the display must support the *MIT-SHM* extension. Otherwise, this option is ignored. The default is **True**.

-sharpen <radius>x<sigma> sharpen the image

Use a Gaussian operator of the given radius and standard deviation (sigma).

-shave < width>x < height> shave pixels from the image edges

Specify the width of the region to be removed from both sides of the image and the height of the regions to be removed from top and bottom.

-shear <x degrees>x<y degrees> shear the image along the X or Y axis

19 Commandline Options

Use the specified positive or negative shear angle.

Shearing slides one edge of an image along the X or Y axis, creating a parallelogram. An X direction shear slides an edge along the X axis, while a Y direction shear slides an edge along the Y axis. The amount of the shear is controlled by a shear angle. For X direction shears, *x degrees* is measured relative to the Y axis, and similarly, for Y direction shears *y degrees* is measured relative to the X axis.

Empty triangles left over from shearing the image are filled with the color defined as **background** (class **backgroundColor**). See X(1) for details.

-silent operate silently

-size < width>x < height> {+offset} width and height of the image

Use this option to specify the width and height of raw images whose dimensions are unknown such as **GRAY**, **RGB**, or **CMYK**. In addition to width and height, use **-size** with an offset to skip any header information in the image or tell the number of colors in a **MAP** image file, (e.g. -size 640x512+256).

For Photo CD images, choose from these sizes:

192x128 384x256 768x512 1536x1024 3072x2048

Finally, use this option to choose a particular resolution layer of a JBIG or JPEG image (e.g. -size 1024x768).

-snaps < value> number of screen snapshots

Use this option to grab more than one image from the X server screen, to create an animation sequence.

-solarize < factor> negate all pixels above the threshold level

Specify *factor* as the percent threshold of the intensity (0 - 99.9%).

This option produces a *solarization* effect seen when exposing a photographic film to light during the development process.

-spread < amount > displace image pixels by a random amount

Amount defines the size of the neighborhood around each pixel to choose a candidate pixel to swap. -stegano < offset> hide watermark within an image

Use an offset to start the image hiding some number of pixels from the beginning of the image. Note this offset and the image size. You will need this information to recover the steganographic image (e.g. display -size 320x256+35 stegano:image.png).

-stereo composite two images to create a stereo anaglyph

The left side of the stereo pair is saved as the red channel of the output image. The right side is saved as the green channel. Red-green stereo glasses are required to properly view the stereo image.

-stroke < color > color to use when stroking a graphic primitive

The color is specified using the format described in the "Color Names" section of X(1).

See -draw for further details.

-strokewidth < value> set the stroke width

See -draw for further details.

-swirl <degrees> swirl image pixels about the center

Degrees defines the tightness of the swirl.

-text_font < name> font for writing fixed-width text

Specifies the name of the preferred font to use in fixed (typewriter style) formatted text. The default is 14 point *Courier*.

You can tag a font to specify whether it is a PostScript, TrueType, or OPTION1 font. For example, Courier.ttf is a TrueType font and x:fixed is OP-TION1.

-texture < filename> name of texture to tile onto the image background

-threshold < value> threshold the image

Create a bi-level image such that any pixel intensity that is equal or exceeds the threshold is reassigned the maximum intensity otherwise the minimum intensity.

-tile < filename> tile image when filling a graphic primitive

-tile < geometry> layout of images [montage]

-title < string> assign title to displayed image [animate, display, montage]

Use this option to assign a specific title to the image. This is assigned to the image window and is typically displayed in the window title bar. Optionally you can include the image filename, type, width, height, or other image attribute by embedding special format characters:

%b	file size
θC	comment
%d	directory
%е	filename extension
۶f	filename
%h	height
%i	input filename
%k	number of unique colors
81	label
%m	magick
%n	number of scenes
80	output filename
%p	page number
۶q	quantum depth
%S	scene number
%t	top of filename
%u	unique temporary filename
₩	width
۶х	x resolution
۶y	y resolution
8#	signature
∖n	newline
\r	carriage return

For example,

-title "%m:%f %wx%h"

produces an image title of MIFF:bird.miff 512x480 for an image titled bird.miff and whose width is 512 and height is 480.

-transform transform the image

This option applies the transformation matrix from a previous -affine option.

convert -affine 2,2,-2,2,0,0 -transform bird.ppm bird.jpg

-transparent < color> make this color transparent within the image

The color is specified using the format described in the "Color Names" section of X(1).

-treedepth < value> tree depth for the color reduction algorithm

Normally, this integer value is zero or one. A zero or one tells display to choose an optimal tree depth for the color reduction algorithm

An optimal depth generally allows the best representation of the source image with the fastest computational speed and the least amount of memory. However, the default depth is inappropriate for some images. To assure the best representation, try values between 2 and 8 for this parameter. Refer to quantize for more details.

The -colors or -monochrome option is required for this option to take effect.

-trim trim an image

This option removes any edges that are exactly the same color as the corner pixels. Use **-fuzz** to make **-trim** remove edges that are nearly the same color as the corner pixels.

-type < type> the image type

Choose from: Bilevel, Grayscale, Palette, PaletteMatte, TrueColor, TrueColorMatte, ColorSeparation, ColorSeparationMatte, or Optimize.

Normally, when a format supports different subformats such as grayscale and truecolor, the encoder will try to choose an efficient subformat. The **-type** option can be used to overrride this behavior. For example, to prevent a JPEG from being written in grayscale format even though only gray pixels are present, use

convert bird.pgm -type TrueColor bird.jpg

Similarly, using -type TrueColorMatte will force the encoder to write an alpha channel even though the image is opaque, if the output format supports transparency.

-update < seconds> detect when image file is modified and redisplay.

Suppose that while you are displaying an image the file that is currently displayed is over-written. **display** will automatically detect that the input file has been changed and update the displayed image accordingly.

-units < type> the type of image resolution

Choose from: Undefined, PixelsPerInch, or PixelsPerCentimeter.

-unsharp < radius > x < sigma > sharpen the image with an unsharp mask operator

Use the given radius and standard deviation (sigma).

-use_pixmap use the pixmap

-verbose print detailed information about the image

This information is printed: image scene number; image name; image size; the image class (*DirectClass* or *PseudoClass*); the total number of unique colors; and the number of seconds to read and transform the image. Refer to miff for a description of the image class.

If **-colors** is also specified, the total unique colors in the image and color reduction error values are printed. Refer to quantize for a description of these values.

-view < string> FlashPix viewing parameters

-visual < type> animate images using this X visual type

Choose from these visual classes:

StaticGray GrayScale StaticColor PseudoColor TrueColor DirectColor default visual id

The X server must support the visual you choose, otherwise an error occurs. If a visual is not specified, the visual class that can display the most simultaneous colors on the default screen is chosen.

- -watermark < brightness > x < saturation > percent brightness and saturation of a watermark
- -wave < amplitude> x< wavelength> alter an image along a sine wave Specify amplitude and wavelength of the wave.

-window < id> make image the background of a window

id can be a window id or name. Specify **root** to select X's root window as the target window.

By default the image is tiled onto the background of the target window. If **back-drop** or **-geometry** are specified, the image is surrounded by the background color. Refer to **X RESOURCES** for details.

The image will not display on the root window if the image has more unique colors than the target window colormap allows. Use **-colors** to reduce the number of colors.

-window_group specify the window group

-write <filename> write an image sequence [convert, composite]

The image sequence following the **-write** *filename*option is written out, and then processing continues with the same image in its current state if there are additional options. To restore the image to its original state after writing it, use the **+write** *filename* option.

-write < filename> write the image to a file [display]

If *filename* already exists, you will be prompted as to whether it should be overwritten.

By default, the image is written in the format that it was read in as. To specify a particular image format, prefix *filename* with the image type and a colon (e.g., ps:image) or specify the image type as the filename suffix (e.g., image.ps). See convert(1) for a list of valid image formats. Specify file as - for standard output. If file has the extension .Z or .gz, the file size is **compressed** using compress or **gzip** respectively. Precede the image file name with | to pipe to a system command.

Use -compress to specify the type of image compression.

The equivalent X resource for this option is **writeFilename** (class **WriteFilename**). See "X Resources" in the manual page for *display* for details.

20 API Structures and Enumerations

20.1 API Structures

AffineMatrix The members of the AffineMatrix structure are shown in the following table:

Table20.1: Matrix Structure

Matrix Structure

Member Type Description

sx	double x	scale
5A	uonoic A	seure.

- sy *double* y scale.
- rx *double* x rotate.
- ry *double* y rotate.
- tx *double* x translate.
- ty *double* y translate.

DrawInfo The DrawInfo structure is used to support annotating an image using drawing commands.

The members of the DrawInfo structure are shown in the following table. The structure is initialized to reasonable defaults by first initializing the equivalent members of ImageInfo, and then initializing the entire structure using GetDraw-Info().

Table20.2: DrawInfo Structure

DrawInfo Structure

Member	Туре	Description
affine	AffineMatrix	Coordinate transformation (rotation, scal-
		ing, and translation).
border_color	PixelPacket	Border color.
box	PixelPacket	Text solid background color.
decorate	DecorationType	Text decoration type.
density	char *	Text rendering density in DPI (effects
		scaling font according to pointsize). E.g. "72x72".
fill	PixelPacket	Object internal fill (within outline) color.
font	char *	Font to use when rendering text.
gravity	GravityType	Text placement preference (e.g. North-
		WestGravity).
linewidth	double	Stroke (outline) drawing width in pixels.
pointsize	double	Font size (also see density).
primitive	char *	Space or new-line delimited list of text
		drawing primitives (e.g "text 100, 100
		Cockatoo"). See the table Drawing Prim-
		itives for the available drawing primitives.
stroke	PixelPacket	Object stroke (outline) color.
stroke_antialias	unsigned int	Set to True (non-zero) to obtain anti-
		aliased stroke rendering.
text_antialias	unsigned int	Set to True (non-zero) to obtain anti-
		aliased text rendering.
tile	Image *	Image texture to draw with. Use an image
		containing a single color (e.g. a 1x1 image)
		to draw in a solid color.

ExceptionInfo The members of the ExceptionInfo structure are shown in the following table:

Table20.3: ExceptionInfo Structure

ExceptionInfo Structure

Member	Туре	Description
severity	ExceptionType	warning or error severity.
reason	char *	warning or error message.
description	char *	warning or error description.
signature	unsigned long	internal signature.

Framelnfo The FrameInfo structure is used to represent dimensioning information for image frames in ImageMagick.

The members of the FrameInfo structure are shown in the following table:

Table20.4: FrameInfo Structure

FrameInfo Structure

Member	Туре	Description
width	unsigned long	width.
height	unsigned long	height.
Х	long	х.
У	long	у.
inner_bevel	long	Inner bevel thickness.
outer_bevel	long	Outer bevel thickness.

Image The Image structure represents an ImageMagick image. It is initially allocated by AllocateImage() and deallocated by DestroyImage(). The functions Read-Image(), ReadImages(), BlobToImage() and CreateImage() return a new image. Use CloneImage() to copy an image. An image consists of a structure containing image attributes as well as the image pixels.

The image pixels are represented by the structure PixelPacket and are cached in-memory, or on disk, depending on the cache threshold setting. This cache is known as the "pixel cache". Pixels in the cache may not be edited directly. They must first be made visible from the cache via a pixel view. A pixel view is a rectangular view of the pixels as defined by a starting coordinate, and a number of rows and columns. When considering the varying abilities of multiple platforms, the most reliably efficient pixel view is comprized of part, or all, of one image row.

There are three means of accessing pixel views. When using the default view, the pixels are made visible and accessable by using the AcquireImagePixels() method which provides access to a specified region of the image. If you intend to change any of the pixel values, use GetImagePixels(). After the view has been updated, the pixels may be saved back to the cache in their original positions via SyncImagePixels(). In order to create an image with new contents, or to blindly overwrite existing contents, the method SetImagePixels() is used to reserve a pixel view corresponding to a region in the pixel cache. Once the pixel view has been updated, it may be written to the cache via SyncImagePixels(). The function GetIndexes() provides access to the image colormap, represented as an array of type IndexPacket.

A more flexible interface to the image pixels is via the CacheView interface. This interface supports multiple pixel cache views (limited by the number of image rows), each of which are identified by a handle (of type ViewInfo*). Use OpenCacheView() to obtain a new cache view, CloseCacheView() to discard a cache view, GetCacheView() to access an existing pixel region, SetCacheView() to define a new pixel region, and SyncCacheView() to save the updated pixel region. The function GetCacheViewIndexes() provides access to the colormap indexes associated with the pixel view.

When writing encoders and decoders for new image formats, it is convenient to have a high-level interface available which supports converting between external pixel representations and ImageMagick's own representation. Pixel components (red, green, blue, opacity, RGB, or RGBA) may be transferred from a user-supplied buffer into the default view by using PushImagePixels(). Pixel components may be transferred from the default view into a user-supplied buffer by using PopImagePixels(). Use of this high-level interface helps protect image coders from changes to ImageMagick's pixel representation and simplifies the implementation.

The members of the Image structure are shown in the following table:

Table20.5: Image Structure

Image Structure

Member attributes	Type ImageAttribute *	Description Image attribute list. Consists of a doubly-linked-list of ImageAttribute structures, each of which has an asso- ciated key and value. Access/update list via SetImageAttribute() and GetIm- ageAttribute(). Key-strings used by ImageMagick include "Comment" (image comment), "Label" (image label), and "Signature" (image signa- ture). Key-strings used internally by ImageMagick are enclosed in square brackets.
healtonaund aalan	DivelDacket	
background_color		Image background color.
blob	BlobInfo *	The blob from which image data is read or written.
blur	double	Blur factor to apply to the image when
		zooming.
border_color	PixelPacket	Image border color.
cache	void *	Image cache.
chromaticity	ChromaticityInfo	Red, green, blue, and white-point chro-
		maticity values.
client_data	void *	Data used by the encoder or decoder.
clip_mask	Image *	Image used as a clipping mask.
color_profile	ProfileInfo	ICC color profile. Specifications are available from the International Color
		Consortium for the format of ICC color
		profiles.
1	D:	
colormap	PixelPacket	PseudoColor palette array.
colors	unsigned long	The desired number of colors. Used by QuantizeImage().
colorspace	ColorspaceType	Image pixel interpretation. If the col- orspace is RGB the pixels are red, green, blue. If matte is true, then red, green, blue, and index. If it is CMYK, the pix- els are cyan, yellow, magenta, black. Otherwise the colorspace is ignored.
columns	unsigned long	Image width.

Member	Туре	Description
comments	char *	Image comments.
compose	CompositeOperator	Composite operator.
compression	CompressionType	Image compression type. The default is the compression type of the specified image file.
delay	unsigned long	Time in 1/100ths of a second (0 to 65535) which must expire before displaying the next image in an animated sequence. This option is useful for regulating the animation of a sequence of GIF images within Netscape.
depth	unsigned long	Image depth (8 or 16).
directory	char *	Tile names from within an image mon-
		tage. Only valid after calling Mon- tageImages() or reading a MIFF file which contains a directory.
dispose	unsigned long	GIF disposal method. This option is used to control how successive frames are rendered (how the preceding frame is disposed of) when creating a GIF an- imation.
exception	ExceptionInfo	Record of any error which occurred when updating image.
exempt	unsigned int	Specifies whether image's file is exempt from being closed by CloseBlob().
endian	EndianType	Specifies the endianness of the output image.
filename	char[MaxTextExtent	/ Image file name to read or write.
filesize	long int	Number of bytes of the encoded file.
filter	FilterTypes	Filter to use when resizing image. The reduction filter employed has a signif- icant effect on the time required to re- size an image and the resulting quality. The default filter is Lanczos which has been shown to produce high quality re- sults when reducing most images.

Member fuzz	Type double	Description Colors within this distance are considered equal. A number of algorithms search for a target color. By default the color must be exact. Use this option to match colors that are close to the target color in RGB space.
gamma	double	Gamma level of the image. The same color image displayed on two differ- ent workstations may look different due to differences in the display monitor. Use gamma correction to adjust for this color difference.
generic_profiles	unsigned long	Number of generic profiles.
generic_profile	ProfileInfo *	List of generic profiles.
geometry	char *	Preferred size and location of the im- age when encoding. Positive offsets are measured downward and to the right of the upper left corner. Negative offsets are measured leftward or upward from the right edge or bottom edge.
gravity	GravityType	Image gravity.
interlace	InterlaceType	The type of interlacing scheme (de- fault NoInterlace). This option is used to specify the type of interlacing scheme for raw image formats such as RGB or YUV. NoInterlace means do not interlace, LineInterlace uses scan- line interlacing, and PlaneInterlace uses plane interlacing. PartitionInterlace is like PlaneInterlace except the different planes are saved to individual files (e.g. image.R, image.G, and image.B). Use LineInterlace or PlaneInterlace to create an interlaced GIF or progressive JPEG image.
iptc_profile	ProfileInfo	IPTC profile. Specifications are avail- able from the International Press Telecommunications Council for IPTC profiles.
iterations	unsigned long	Number of iterations to loop an anima- tion (e.g. Netscape loop extension) for.

Member list	Type Image *	Description Undo image list (used only by 'display')
magick magick_columns	char[MaxTextExtent]	Image encoding format (e.g. "GIF"). Base image width (before transforma-
-		tions)
magick_filename	char[MaxTextExtent]	Base image filename (before transfor- mations)
magick_rows	unsigned long	Base image height (before transformations)
matte	unsigned int	If non-zero, then the index member of pixels represents the alpha channel.
matte_color	PixelPacket	Image matte (transparent) color
mean_error_ _per_pixel	double	The mean error per pixel computed when an image is color reduced. This parameter is only valid if <i>verbose</i> is set to <i>True</i> and the image has just been quantized.
montage	char *	Tile size and offset within an image montage. Only valid for montage im- ages.
next	Image *	Next image frame in sequence
normalized_ _maximum_error	double	The normalized max error per pixel computed when an image is color re- duced. This parameter is only valid if <i>verbose</i> is set to true and the image has just been quantized.
normalized_ _mean_error	double	The normalized mean error per pixel computed when an image is color re- duced. This parameter is only valid if <i>verbose</i> is set to <i>True</i> and the image has just been quantized.
offset	long	Number of initial bytes to skip over when reading raw image.
orphan page	RectangleInfo	[Deprecated]. size of Postscript page and offsets. Off- sets are measured from the upper left corner of the page, regardless of their sign.

Member pipet	Type unsigned int	Description Set to <i>True</i> if image is read/written from/to a POSIX pipe. To read from (or write to) an open pipe, set this mem- ber to True, set the file member to a stdio stream representing the pipe (ob- tained from popen()), and invoke Read- Image(), WriteImage(). The pipe is au- tomatically closed via pclose() when the operation completes.
pixels	PixelPacket	Image pixels retrieved via GetPixel- Cache() or initialized via SetPixel- Cache().
previous	Image *	Previous image frame in sequence.
reference_count	long	Reference count.
rendering_intent	RenderingIntent	The type of rendering intent.
rows	unsigned long	Image height.
scene	unsigned long	Image frame scene number.
semaphore	SemaphoreInfo	Semaphore.
signature	unsigned long	Internal signature used for checking in- tegrity. Note: this is different from the SHA signature reported by "identify".
start_loop	ClassType	Marks first image to be displayed in a loop.
status	unsigned int	Return code.
storage_class	ClassType	Image storage class. If DirectClass then the image packets contain valid RGB or CMYK colors. If PseudoClass then the image has a colormap referenced by pixel's index member.
taint	int	Set to non-zero (True) if the image pix- els have been modified.
temporary	unsigned int	True if image is temporary?.
tile_info	RectangleInfo	Describes a tile within an image. For example, if your images is 640x480 you may only want 320x256 with an offset of +128+64. It is used for raw formats such as RGB and CMYK as well as for TIFF.
timer	TimerInfo	Support for measuring actual (user + system) and elapsed execution time.

Member total_colors	Type unsigned long	Description The number of colors in the image after QuantizeImage(), or QuantizeImages() if the verbose flag was set before the
units x_resolution y_resolution	ResolutionType double double	call. Calculated by GetNumberColors(). Units of image resolution Horizontal resolution of the image. Vertical resolution of the image

ImageAttribute The ImageAttribute structure is used to add arbitary textual attributes to an image. Each attribute has an associated key and value. Add new attributes, or update an existing attribute, via SetImageAttribute() and obtain the value of an existing attribute via GetImageAttribute(). Key-strings used by ImageMagick include "Comment" (image comment), "Label" (image label), and "Signature" (image signature).

The members of the ImageAttribute structure are shown in the following table:

Table20.6: ImageAttribute Structure

ImageAttribute Structure

Member	Туре	Description
key	char *	key.
value	char *	value.
compression	unsigned int	compression.
next	ImageAttribute *	next attribute in list.
previous	ImageAttribute $*$	previous attribute in list.

ImageInfo The ImageInfo structure is used to supply option information to the methods AllocateImage(), AnimateImages(), BlobToImage(), CloneAnnotateInfo(), DisplayImages(), GetAnnotateInfo(), ImageToBlob(), PingImage(), ReadImage(), ReadImages(), and, WriteImage(). These methods update information in Image-Info to reflect attributes of the current image.

Use CloneImageInfo() to duplicate an existing ImageInfo structure or allocate a new one. Use DestroyImageInfo() to deallocate memory associated with an ImageInfo structure. Use GetImageInfo() to initialize an existing ImageInfo struc-

ture. Use SetImageInfo() to set image type information in the ImageInfo structure based on an existing image.

The members of the ImageInfo structure are shown in the following table:

Table20.7: ImageInfo Structure

ImageInfo Structure

Member adjoin antialias	Type unsigned int unsigned int	Description Join images into a single multi-image file. Control antialiasing of rendered graphic primitives and text fonts.
background_color border_color box	: PixelPacket PixelPacket char *	Image background color. Image border color. Base color that annotation text is ren- dered on.
colorspace	<i>ColorspaceType</i>	Image pixel interpretation. If the col- orspace is RGB the pixels are red, green, blue. If matte is true, then red, green, blue, and index. If it is CMYK, the pixels are cyan, yellow, magenta, black. Other- wise the colorspace is ignored.
compression	CompressionType	Image compression type. The default is the compression type of the specified im- age file.
delay	char *	Time in 1/100ths of a second (0 to 65535) which must expire before displaying the next image in an animated sequence. This option is useful for regulating the animation of a sequence of GIF images within Netscape.
density	char *	Vertical and horizontal resolution in pix- els of the image. This option speci- fies an image density when decoding a Postscript or Portable Document page. Often used with page.
depth dispose	unsigned long char *	Image depth (8 or 16). GIF disposal method. This option is used to control how successive frames are ren- dered (how the preceding frame is dis- posed of) when creating a GIF animation.

Member dither	Type unsigned int	Description Apply Floyd/Steinberg error diffusion to the image. The basic strategy of dithering is to trade intensity resolution for spatial resolution by averaging the intensities of several neighboring pixels. Images which suffer from severe contouring when re- ducing colors can be improved with this option. The colors or monochrome option must be set for this option to take effect.
endian	EndianType	Specify the endianness of the output image.
fifo	int *	(const Image *, const void *, const size_1) fifo used for the image I/O.
file	FILE *	Stdio stream to read image from or write image to. If set, ImageMagick will read from or write to the stream rather than opening a file. Used by ReadImage() and WriteImage(). The stream is closed when the operation completes.
filename	char[MaxTextExtent	/ Image file name to read or write.
fill	PixelPacket	Drawing object fill color.
font	char *	Text rendering font. If the font is a fully qualified X server font name, the font is obtained from an X server. To use a TrueType font, precede the TrueType file- name with an @. Otherwise, specify a Postscript font name (e.g. "helvetica").
fuzz	int	Colors within this distance are considered equal. A number of algorithms search for a target color. By default the color must be exact. Use this option to match colors that are close to the target color in RGB space.

Member interlace	Type InterlaceType	Description The type of interlacing scheme (default
	51	NoInterlace). This option is used to spec-
		ify the type of interlacing scheme for
		raw image formats such as RGB or
		YUV. NoInterlace means do not inter-
		lace, LineInterlace uses scanline interlac-
		ing, and PlaneInterlace uses plane inter-
		lacing. PartitionInterlace is like PlaneIn-
		terlace except the different planes are saved to individual files (e.g. image.R,
		image.G, and image.B). Use LineInter-
		lace or PlaneInterlace to create an inter-
		laced GIF or progressive JPEG image.
iterations	char *	Number of iterations to loop an animation
		(e.g. Netscape loop extension) for.
linewidth	unsigned long	Line width for drawing lines, circles, el-
		lipses, etc.
magick		Image encoding format (e.g. "GIF").
matte_color	PixelPacket	Image matte (transparent) color.
monochrome	unsigned int	Transform the image to black and white.
page	char *	Equivalent size of Postscript page.
ping	unsigned int	Set to True to read enough of the image to
		determine the image columns, rows, and flaging. The columns, rows, and size at
		filesize. The columns, rows, and size at- tributes are valid after invoking ReadIm-
		age() while ping is set. The image data
		is not valid after calling ReadImage() if
		ping is set.
pointsize	double	Text rendering font point size.
preview_type	PreviewType	Image manipulation preview option.
		Used by 'display'.
quality	unsigned long	JPEG/MIFF/MNG/PNG compression
		level (default 75).
sampling_factor	char *	Sampling factor for the chroma channels
	1	in JPEG, MPEG-2, or YUV datastreams.
server_name	char *	X11 display to display to obtain fonts
		from, or to capture image from.

Member	Туре	Description
size	char *	Width and height of a raw image (an im- age which does not support width and
		height information). Size may also be
		used to affect the image size read from a multi-resolution format (e.g. Photo CD,
		JBIG, or JPEG.
stroke	PixelPacket	Drawing object outline color.
subimage	unsigned long	Subimage of an image sequence.
subrange	unsigned long	Number of images relative to the base im-
		age.
texture	char *	Image filename to use as background tex-
		ture.
tile	char *	Tile name.
units	ResolutionType	Units of image resolution.
verbose	unsigned int	Print detailed information about the im- age if True.
view	char *	FlashPix viewing parameters.

MagickInfo The MagickInfo structure is used by ImageMagick to register support for an Image format. The MagickInfo structure is allocated with default parameters by calling SetMagickInfo(). Image formats are registered by calling RegisterMagickInfo() which adds the initial structure to a linked list (at which point it is owned by the list). A pointer to the structure describing a format may be obtained by calling GetMagickInfo(). Pass the argument NULL to obtain the first member of this list. A human-readable list of registered image formats may be printed to a file descriptor by calling ListMagickInfo().

Support for formats may be provided as a module which is part of the ImageMagick library, provided by a module which is loaded dynamically at runtime, or directly by the linked program. Users of ImageMagick will normally want to create a loadable-module, or support encode/decode of an image format directly from within their program.

Table20.8: MagickInfo Structure

MagickInfo Structure

Member adjoin	Type unsigned int	Description Set to non-zero (<i>True</i>) if this file format supports
aujoin	unsignea ini	multi-frame images.
blob_support	unsigned int	Set to non-zero (<i>True</i>) if the encoder and de- coder for this format supports operating arbitrary BLOBs (rather than only disk files).
client_data	void *	User specified data. A way to pass any sort of data structure to the endoder/decoder. To set this, GetMagickInfo() must be called to first obtain a pointer to the registered structure since it can not
decoder	Image *	be set via a RegisterMagickInfo() parameter. (*decoder)(const ImageInfo *)
	-	Pointer to a function to decode image data and re- turn ImageMagick Image.
description	const char *	Long form image format description (e.g. "Com- puServe graphics interchange format").
encoder	unsigned int	(*encoder)(const ImageInfo, Image *)
		Pointer to a function to encode image data with options passed via ImageInfo and image repre- sented by Image.
magick	const char *	(<i>const unsigned char</i> *, <i>const size_t</i>) Pointer to a function that returns <i>True</i> if it recog- nizes this format in the supplied string, otherwise
module	const char *	<i>False</i> . Name of module (e.g. "GIF") which registered this format. Set to NULL if format is not regis- tered by a module.
name	const char *	Name (e.g. "GIF") of this format.
next	MagickInfo	Next MagickInfo struct in linked-list. NULL if none.
previous	MagickInfo	Previous MagickInfo struct in linked-list. NULL if none.
raw	unsigned int	Image format does not contain size (must be spec- ified in ImageInfo)
signature	unsigned long	Signature (<i>0xabacadab</i>) used internally by Im- ageMagick to determine integrity of the image structure.
stealth	unsigned int	Image format does not get listed.

MagickInfo Structure (continued)

Member	Туре	Description
thread_suppor	t <i>unsigned int</i>	Set to non-zero (<i>True</i>) if the encoder and decoder
		are thread safe.
version	const char *	Version of the module used to process this image format.

MontageInfo Montage info.

Table20.9: MontageInfo Structure

MontageInfo Structure

Member	Туре	Description
background_color	PixelPacket	background color.
border_color	PixelPacket	border color.
border_width	unsigned long	border width.
filename[MaxTextExtent]	char	filename.
fill	PixelPacket	fill color.
frame	char *	geometry of frame.
font	char *	font.
geometry	char *	geometry of each tile.
gravity	GravityType	gravity of tiles.
matte_color	PixelPacket	matte color.
pointsize	double	point size for text.
shadow	unsigned int	shadow (True or False)
signature	unsigned long	internal signature.
stroke	PixelPacket	stroke color for text.
texture	char *	texture.
tile	char *	geometry of tile layout.
title	char *	title.

PixelPacket The PixelPacket structure is used to represent DirectClass color pixels in ImageMagick. If the image is indicated as a PseudoClass image, its Direct-Class representation is only valid immediately after calling SyncImage(). If an image is set as PseudoClass and the DirectClass representation is modified, the image should then be set as DirectClass. Use QuantizeImage() to restore the PseudoClass colormap if the DirectClass representation is modified. The members of the PixelPacket structure are shown in the following table:

Table20.10: PixelPacket Structure

PixelPacket Structure

Member Type Description

redQuantum red.greenQuantum green.blueQuantum blue.opacityQuantum opacity (0 is fully opaque).

ProfileInfo The ProfileInfo structure is used to represent ICC, IPCT, and generic profiles in ImageMagick (stored as an opaque BLOB).

The members of the ProfileInfo structure are shown in the following table:

Table20.11: ProfileInfo Structure

ProfileInfo Structure

Member	Туре	Description
length	unsigned int	length.
info	unsigned char *	data.
name	char *	profile name.

RectangleInfo The RectangleInfo structure is used to represent positioning information in ImageMagick.

The members of the RectangleInfo structure are shown in the following table:

Table20.12: RectangleInfo Structure

RectangleInfo Structure

Member	Туре	Description
width	unsigned long	width.
height	unsigned long	height.
Х	long	х.
У	long	у.

SegmentInfo Segment info.

Table20.13: SegmentInfo Structure

SegmentInfo Structure

Member Type Description

x1	double x1.
y1	double y1.
x2	double x2.
y2	double y2.

Timer Timer data.

Table20.14: Timer Structure

Timer Structure

Member Type Description

start	double start time.
stop	double stop time.
total	double total time.

TimerInfo Timer info.

Table20.15: TimerInfo Structure

TimerInfo Structure

Member TypeDescriptionuserTimeruser time.elapsedTimerelapsed time.stateTimerStatetimer state.signatureunsigned longinternal signature.

20.2 API Enumerations

AlignType The type of text alignment.

Table20.16: AlignType Enumeration

AlignType Enumeration

EnumerationDescriptionUndefinedAlignUndefined alignment.LeftAlignLeft alignment.RightAlignRight alignment.CenterAlignCenter alignment.

CacheType The cache type.

Table20.17: CacheType Enumeration

CacheType Enumeration

EnumerationDescriptionUndefinedCacheUndefined cache type.MemoryCacheMemory cache type.DiskCacheDisk cache type.MemoryMappedCacheMemory mapped cache type.

ChannelType ChannelType is used as an argument when doing color separations. Use ChannelType when extracting a channel from an image. MatteChannel is useful for extracting the opacity values from an image.

Table20.18: ChannelType Enumeration

ChannelType Enumeration

Enumeration	Description
UndefinedChannel	l Unset value.
RedChannel	Select red channel.
GreenChannel	Select green channel.
BlueChannel	Select blue channel.
MatteChannel	Select matte (opacity values) channel.

ClassType ClassType specifies the image storage class.

Table20.19: ClassType Enumeration

ClassType Enumeration

Enumeration Description UndefinedClass Unset value.

ClassType Enumeration (continued)

Enumeration	Description
DirectClass	Image is composed of pixels which represent literal color values.
PseudoClass	Image is composed of pixels which specify an index in a color palette.

ClipPathUnits ClassType specifies the units used in clipping paths.

Table20.20: ClipPathUnits Enumeration

ClipPathUnits Enumeration

Enumeration	Description	
UserSpace	User space.	
UserSpaceOnUse	User space on use.	
ObjectBoundingBox Object bounding box.		

ColorspaceType The ColorspaceType enumeration is used to specify the colorspace that quantization (color reduction and mapping) is done under or to specify the colorspace when encoding an output image. Colorspaces are ways of describing colors to fit the requirements of a particular application (e.g. Television, offset printing, color monitors). Color reduction, by default, takes place in the RGB-Colorspace. Empirical evidence suggests that distances in color spaces such as YUVColorspace or YIQColorspace correspond to perceptual color differences more closely han do distances in RGB space. These color spaces may give better results when color reducing an image. Refer to quantize for more details.

When encoding an output image, the colorspaces RGBColorspace, CMYKColorspace, and GRAYColorspace may be specified. The CMYKColorspace option is only applicable when writing TIFF, JPEG, and Adobe Photoshop bitmap (PSD) files.

Table20.21: ColorspaceType Enumeration

ColorspaceType Enumeration

Enumeration	Description		
UndefinedColorspace	Unset value.		
RGBColorspace	Red-Green-Blue colorspace.		
GRAYColorspace			
TransparentColorspace	e The Transparent color space behaves uniquely in that		
	it preserves the matte channel of the image if it exists.		
OHTAColorspace			
XYZColorspace			
YCbCrColorspace			
YCCColorspace			
YIQColorspace			
YPbPrColorspace			
YUVColorspace	Y-signal, U-signal, and V-signal colorspace. YUV is most widely used to encode color for use in television transmission.		
CMYKColorspace	Cyan-Magenta-Yellow-Black colorspace. CYMK is a subtractive color system used by printers and pho- tographers for the rendering of colors with ink or emulsion, normally on a white surface.		
sRGBColorspace			

ComplianceType ComplianceType specifies the system used for relating color names to values.

Table20.22: ComplianceType Enumeration

ComplianceType Enumeration

Description
Undefine compliance.
SVG compliance.
X11 compliance.
XPM compliance.

CompositeOperator CompositeOperator is used to select the image composition algorithm used to compose a composite image with an image. By default, each of the composite mage pixels are replaced by the corresponding image tile pixel. Specify CompositeOperator to select a different algorithm.

Table20.23: CompositeOperator Enumeration

CompositeOperator Enumeration

Enumeration UndefinedCompositeOp	Description Unset value.
OverCompositeOp	The result is the union of the the two image shapes with the composite image obscuring im- age in the region of overlap.
InCompositeOp	The result is a simply composite image cut by the shape of image. None of the image data of image is included in the result.
OutCompositeOp	The resulting image is composite image with the shape of image cut out.
AtopCompositeOp	The result is the same shape as image image, with composite image obscuring image there the image shapes overlap. Note that this differs from OverCompositeOp because the portion of composite image outside of image's shape does not appear in the result.
XorCompositeOp	The result is the image data from both compos- ite image and image that is outside the overlap region. The overlap region will be blank.
PlusCompositeOp	The result is just the sum of the image data. Output values are cropped to 255 (no over- flow). This operation is independent of the matte channels.
MinusCompositeOp	The result of composite image - image, with overflow cropped to zero. The matte chanel is ignored (set to 255, full coverage).
AddCompositeOp	The result of composite image + image, with overflow wrapping around (mod 256).
SubtractCompositeOp	The result of composite image - image, with underflow wrapping around (mod 256). The add and subtract operators can be used to per- form reverible transformations.

CompositeOperator Enumeration (continued)

Enumeration DifferenceCompositeOp	Description The result of abs (composite image - image).
	This is useful for comparing two very similar images.
MultiplyCompositeOp	The result of image multiplied by composite image.
BumpmapCompositeOp	The result of image shaded by composite im-
CopyCompositeOp	age. The resulting image is image replaced with composite image. Here the matte information is ignored.
CopyRedCompositeOp	The resulting image is the red channel in image replaced with the red channel in composite im- age. The other channels are copied untouched.
CopyGreenCompositeOp	The resulting image is the green channel in im- age replaced with the green channel in compos- ite image. The other channels are copied un- touched.
CopyBlueCompositeOp	The resulting image is the blue channel in im- age replaced with the blue channel in compos- ite image. The other channels are copied un- touched.
CopyOpacityCompositeOj	p The resulting image is the opacity channel in image replaced with the opacity channel in composite image. The other channels are copied untouched. The image compositor re- quires a matte, or opacity channel in the image for some operations. This extra channel usu- ally defines a mask which represents a sort of a cookie-cutter for the image. This is the case when matte is 255 (full coverage) for pixels in- side the shape, zero outside, and between zero and 255 on the boundary. For certain opera- tions, if image does not have a matte channel, it is initialized with 0 for any pixel matching in color to pixel location (0, 0), otherwise 255 (to work properly borderWidth must be 0).

CompressionType CompressionType is used to express the desired compression type when encoding an image. Be aware that most image types only support a sub-set of the available compression types. If the compression type specified is

incompatable with the image, ImageMagick selects a compression type compatable with the image type.

Table20.24: CompressionType Enumeration

CompressionType Enumeration

Enumeration	Description
UndefinedCompression	Unset value.
NoCompression	No compression.
BZipCompression	BZip (Burrows-Wheeler block-sorting text
	compression algorithm and Huffman cod-
	ing) as used by bzip2 utilities.
FaxCompression	CCITT Group 3 FAX compression.
Group4Compression	CCITT Group 4 FAX compression (used
	only for TIFF).
JPEGCompression	JPEG compression.
LosslessJPEGCompression	Lossless JPEG compression.
LZWCompression	Lempel-Ziv-Welch (LZW) compression.
RunlengthEncodedCompression	Run-Length encoded (RLE) compression.
ZipCompression	Lempel-Ziv compression (LZ77) as used
	in PKZIP and GNU gzip.

DecorationType Types of text decoration.

Table20.25: DecorationType Enumeration

DecorationType Enumeration

EnumerationDescriptionNoDecorationNo decoration.UnderlineDecorationUnderline decoration.OverlineDecorationOverline decoration.LineThroughDecorationLineThrough decoration.

EndianType EndianType specifies the "endianness" of the output file, when the format supports different endian types.

Table20.26: EndianType Enumeration

EndianType Enumeration

EnumerationDescriptionUndefinedEndianUnset value.LSBEndianLSB First (Little Endian)MSBEndianMSB First (Big endian)

ExceptionType Exception types.

Table20.27: ExceptionType Enumeration

ExceptionType Enumeration

Enumeration	Description
UndefinedException	Undefined exception.
ResourceLimitWarning	Resource limit warning.
TypeWarning	Type warning.
OptionWarning	Option warning.
DelegateWarning	Delegate warning.
MissingDelegateWarning	Missing delegate warning.
CorruptImageWarning	Corrupt image warning.
FileOpenWarning	File open warning.
BlobWarning	Blob warning.
StreamWarning	Stream warning.
CacheWarning	Cache warning.
XServerWarning	X server warning.
RegistryWarning	Registry warning.
ConfigurationWarning	Configuration warning.
FatalException	Fatal exception.
ResourceLimitError	Resource limit error.
TypeError	Type error.
OptionError	Option error.
DelegateError	Delegate error.
MissingDelegateError	Missing delegate error.
CorruptImageError	Corrupt image error.
FileOpenError	File open error.

ExceptionType Enumeration (continued)

Enumeration	Description
BlobError	Blob error.
StreamError	Stream error.
CacheError	Cache error.
XServerError	X server error.
RegistryError	Registry error.
ConfigurationError	Configuration error.

FillRule Types of fill rules.

Table20.28: FillRule Enumeration

FillRule Enumeration

Enumeration Description

UndefinedRule Undefined fill rule. EvenOddRule Even-odd fill rule. NonZeroRule Nonzero fill rule.

FilterTypes FilterTypes is used to adjust the filter algorithm used when resizing images. Different filters experience varying degrees of success with various images and can take signicantly different amounts of processing time. ImageMagick uses the Lanczos filter by default since this filter has been shown to provide the best results for most images in a reasonable amount of time. Other filter types (e.g. TriangleFilter) may execute much faster but may show artifacts when the image is re-sized or around diagonal lines. The only way to be sure is to test the filter with sample images.

Table20.29: FilterTypes Enumeration

FilterTypes Enumeration

Enumeration	Description
UndefinedFilter	Unset value.
PointFilter	Point Filter
BoxFilter	Box Filter
TriangleFilter	Triangle Filter
HermiteFilter	Hermite Filter
HanningFilter	Hanning Filter
HammingFilter	Hamming Filter
BlackmanFilter	Blackman Filter
GaussianFilter	Gaussian Filter
QuadraticFilter	Quadratic Filter
CubicFilter	Cubic Filter
CatromFilter	Catrom Filter
MitchellFilter	Mitchell Filter
LanczosFilter	Lanczos Filter
BesselFilter	Bessel Filter
SincFilter	Sinc Filter

GeometryFlags Flags that are set depending on what is found while parsing a geometry string.

Table20.30: GeometryFlags Enumeration

GeometryFlags Enumeration

Enumeration Description

	-
NoValue	No value was found.
XValue	An "x" value was found.
YValue	A "y" value was found.
WidthValue	A "width" value was found.
HeightValue	A "height" value was found.
AllValues	All four values were found.
XNegative	A negative "x" value was found.
YNegative	A negative "y" value was found.

GeometryFlags Enumeration (continued)

Enumeration Description

PercentValue	A percent sign was found.
AspectValue	An exclamation point was not found.
LessValue	A "<" symbol was found.
GreaterValue	A ">" symbol was found.
AreaValue	An "@" symbol was found.

GravityType GravityType specifies positioning of an object (e.g. text, image) within a bounding region (e.g. an image). Gravity provides a convenient way to locate objects irrespective of the size of the bounding region, in other words, you don't need to provide absolute coordinates in order to position an object. A common default for gravity is NorthWestGravity.

Table20.31: GravityType Enumeration

GravityType Enumeration

Enumeration Description	
ForgetGravity Don't use gravity.	
NorthWestGravity Position object at top-left of region.	
NorthGravity Postiion object at top-center of region.	
NorthEastGravity Position object at top-right of region.	
WestGravity Position object at left-center of region.	
CenterGravity Position object at center of region.	
EastGravity Position object at right-center of region.	
SouthWestGravity Position object at left-bottom of region.	
SouthGravity Position object at bottom-center of region	1.
SouthEastGravity Position object at bottom-right of region.	

ImageType ImageType indicates the type classification of the image.

Table20.32: ImageType Enumeration

ImageType Enumeration

Enumeration	Description
UndefinedType	Unset value.
BilevelType	Monochrome image.
GrayscaleType	Grayscale image.
PaletteType	Indexed color (palette) image.
PaletteMatteType	Indexed color (palette) image with opacity.
TrueColorType	Truecolor image.
TrueColorMatteType	Truecolor image with opacity.
ColorSeparationType	e Cyan/Yellow/Magenta/Black (CYMK) image.

InterlaceType InterlaceType specifies the ordering of the red, green, and blue pixel information in the image. Interlacing is usually used to make image information available to the user faster by taking advantage of the space vs time tradeoff. For example, interlacing allows images on the Web to be recognizable sooner and satellite images to accumulate/render with image resolution increasing over time.

Use LineInterlace or PlaneInterlace to create an interlaced GIF or progressive JPEG image.

Table20.33: InterlaceType Enumeration

InterlaceType Enumeration

Enumeration	Description
UndefinedInterlace	e Unset value.
NoInterlace	RGBRGBRGBRGBRGBRGB (Don't interlace im-
	age).
LineInterlace	RRRGGGBBBRRRGGGBBB (Use scan-
	line interlacing).
PlaneInterlace	RRRRRRGGGGGGGBBBBBBB (Use plane inter-
	lacing).
PartitionInterlace	Similar to plane interlacing except that the different
	planes are saved to individual files (e.g. image.R, im-
	age.G, and image.B).

LineCap Types of line caps.

Table20.34: LineCap Enumeration

LineCap Enumeration

Enumeration Description

UndefinedCapUndefined cap.ButtCapButt cap.RoundCapRound cap.SquareCapSquare cap.

LineJoin Types of line joining.

Table20.35: LineJoin Enumeration

LineJoin Enumeration

Enumeration Description

UndefinedJoin	Undefined line join method.
MiterJoin	Miter line join method.
RoundJoin	Round line join method.
BevelJoin	Bevel line join method.

MagicMethod Magic methods.

Table20.36: MagicMethod Enumeration

MagicMethod Enumeration

EnumerationDescriptionUndefinedMagicMethodUndefined magic method.StringMagicMethodString magic method.

ImageMagick

MapMode Map modes.

Table20.37: MapMode Enumeration

MapMode Enumeration

EnumerationDescriptionReadModeRead map mode.WriteModeWrite map mode.

I/O map mode.

MontageMode Montage modes.

IOMod

Table20.38: MontageMode Enumeration

MontageMode Enumeration

EnumerationDescriptionUndefinedModeUndefined montage mode.FrameModeFrame montage mode.UnframeModeUnframe montage mode.ConcatenateModeConcatenate montage mode.

NoiseType NoiseType is used as an argument to select the type of noise to be added to the image.

Table20.39: NoiseType Enumeration

NoiseType Enumeration

Enumeration UniformNoise GaussianNoise **Description** Uniform noise. Gaussian noise.

NoiseType Enumeration (continued)

Enumeration	Description
MultiplicativeGaussianNoise	Multiplicative Gaussian noise.
ImpulseNoise	Impulse noise.
LaplacianNoise	Laplacian noise.
PoissonNoise	Poisson noise.

PaintMethod PaintMethod specifies how pixel colors are to be replaced in the image. It is used to select the pixel-filling algorithm employed.

Table20.40: PaintMethod Enumeration

PaintMethod Enumeration

Enumeration	Description
PointMethod	Replace pixel color at point.
ReplaceMethod	Replace color for all image pixels matching color at
	point.
FloodfillMethod	Replace color for pixels surrounding point until en-
	countering pixel that fails to match color at point.
FillToBorderMetho	d Replace color for pixels surrounding point until en-
	countering pixels matching border color.
ResetMethod	Replace colors for all pixels in image with pen
	color.

PreviewType Preview types.

Table20.41: PreviewType Enumeration

PreviewType Enumeration

Enumeration UndefinedPreview RotatePreview **Description** Undefined Preview. Preview of Rotate effect

PreviewType Enumeration (continued)

Enumeration	Description
ShearPreview	Preview of Shear effect.
RollPreview	Preview of Roll effect.
HuePreview	Preview of Hue effect.
SaturationPreview	Preview of Saturation effect.
BrightnessPreview	Preview of Brightness effect.
GammaPreview	Preview of Gamma effect.
SpiffPreview	Preview of Spiff effect.
DullPreview	Preview of Dull effect.
GrayscalePreview	Preview of Grayscale effect.
QuantizePreview	Preview of Quantize effect.
DespecklePreview	Preview of Despeckle effect.
ReduceNoisePreview	Preview of ReduceNoise effect.
AddNoisePreview	Preview of AddNoise effect.
SharpenPreview	Preview of Sharpen effect.
BlurPreview	Preview of Blur effect.
ThresholdPreview	Preview of Threshold effect.
EdgeDetectPreview	Preview of EdgeDetect effect.
SpreadPreview	Preview of Spread effect.
SolarizePreview	Preview of Solarize effect.
ShadePreview	Preview of Shade effect.
RaisePreview	Preview of Raise effect.
SegmentPreview	Preview of Segment effect.
SwirlPreview	Preview of Swirl effect.
ImplodePreview	Preview of Implode effect.
WavePreview	Preview of Wave effect.
OilPaintPreview	Preview of OilPaint effect.
CharcoalDrawingPreview	Preview of CharcoalDrawing effect.
JPEGPreview	Preview of JPEG compression.

PrimitiveType Primitives used in drawing operations.

Table20.42: PrimitiveType Enumeration

PrimitiveType Enumeration

Enumeration UndefinedPrimitive **Description** Undefined Primitive.

PrimitiveType Enumeration (continued)

Enumeration	Description
PointPrimitive	Point Primitive.
LinePrimitive	Line Primitive.
RectanglePrimitive	Rectangle Primitive.
RoundRectanglePrimitive	e Round Rectangle Primitive.
ArcPrimitive	Arc Primitive.
EllipsePrimitive	Ellipse Primitive.
CirclePrimitive	Circle Primitive.
PolylinePrimitive	Polyline Primitive.
PolygonPrimitive	Polygon Primitive.
BezierPrimitive	Bezier Primitive.
ColorPrimitive	Color Primitive.
MattePrimitive	Matte Primitive.
TextPrimitive	Text Primitive.
ImagePrimitive	Image Primitive.
PathPrimitive	Path Primitive.

ProfileType Profiles can be embedded in an image file by digital cameras and by image processing software. ImageMagick recognizes the profiles listed here, and also stores other profiles found in images as "generic" profiles.

Table20.43: ProfileType Enumeration

ProfileType Enumeration

EnumerationDescriptionUndefinedProfileUnset value.ICMProfileICC Color Profile.IPTCProfileIPTC Newswire Profile.

RenderingIntent Rendering intent is a concept defined by ICC Spec ICC.1:1998-09, "File Format for Color Profiles". ImageMagick uses RenderingIntent in order to support ICC Color Profiles.

From the specification: "Rendering intent specifies the style of reproduction to be used during the evaluation of this profile in a sequence of profiles. It applies specifically to that profile in the sequence and not to the entire sequence. Typically, the user or application will set the rendering intent dynamically at runtime or embedding time."

Table20.44: RenderingIntent Enumeration

RenderingIntent Enumeration

Enumeration Description

UndefinedIntent Unset value.

SaturationIntent A rendering intent that specifies that the saturation of the	
pixels in the image is preserved perhaps at the expense of	•
accuracy in hue and lightness.	
PerceptualIntent A rendering intent that specifies that the full gamut of the	

	image is compressed or expanded to fill the game	ut of the
	destination device. Gray balance is preserved bu	t colori-
	metric accuracy might not be preserved.	
AbsoluteIntent	Absolute colorimetric.	

RelativeIntent Relative colorimetric.

ResolutionType By default, ImageMagick defines resolutions in pixels per inch. ResolutionType provides a means to adjust this.

Table20.45: ResolutionType Enumeration

ResolutionType Enumeration

Enumeration	Description
UndefinedResolution	Unset value.
PixelsPerInchResolution	Density specifications are specified in units
	of pixels per inch (english units).
PixelsPerCentimeterResolution	Density specifications are specified in units
	of pixels per centimeter (metric units).

StretchType Stretch types used in rendering text.

Table20.46: StretchType Enumeration

StretchType Enumeration

Enumeration	Description
NormalStretch	Normal stretch style.
UltraCondensedStretch	Ultra condensed stretch style.
ExtraCondensedStretch	Extra condensed stretch style.
CondensedStretch	Condensed stretch style.
SemiCondensedStretch	Semicondensed stretch style.
SemiExpandedStretch	Semi expanded stretch style.
ExpandedStretch	Expanded stretch style.
ExtraExpandedStretch	Extra expanded stretch style.
UltraExpandedStretch	Ultra expanded stretch style.
AnyStretch	Any stretch style.

StyleType Style types used in rendering text.

Table20.47: StyleType Enumeration

StyleType Enumeration

Enumeration Description

NormalStyleNormal style.ItalicStyleItalic style.ObliqueStyleOblique style.AnyStyleAny style.

TimerState Timer states.

Table20.48: TimerState Enumeration

TimerState Enumeration

EnumerationDescriptionUndefinedTimerStateUndefined timer state.StoppedTimerStateStopped timer state.RunningTimerStateRunning timer state.

21 C API Methods

21.1 Methods to Constitute an Image

ConstituteImage() create an image from pixel data.

ConstituteImage() returns an image from the pixel data you supply. The pixel data must be in scanline order top-to-bottom. The data can be of type *char*, *short int, int, long, float*, or *double*. *Float* and *double* require the pixels to be normalized [0..1] otherwise [0..MaxRGB]. For example, to create a 640 x 480 image from unsigned red-green-blue character data, use

A description of each parameter follows:

width Width in pixels of the image.

height Height in pixels of the image.

- **map** This string reflects the expected ordering of the pixel array. It can be any combination or order of R = red, G = green, B = blue, A = alpha, C = cyan, Y = yellow, M = magenta, K = black, or I = intensity (for grayscale).
- **type** Define the data type of the pixels. Float and double types are expected to be normalized [0..1] otherwise [0..MaxRGB]. Choose from these types:

CharPixel	ShortPixel	IntegerPixel
LongPixel	FloatPixel	DoublePixel

pixels This array of values contain the pixel components as defined by map and type. The expected length of the array varies depending on the values of width, height, map, and type.

exception Return any errors or warnings in this structure.

Image *ConstituteImage (const unsigned long width, const unsigned long height, const char *map, const StorageType type, const void *pixels, ExceptionInfo *exception)

DispatchImage() extract pixel data from an image.

unsigned int DispatchImage(Image *image, const long x, const long y, const unsigned long columns, const unsigned long rows, const char *map, const StorageType type, void *pixels, ExceptionInfo *exception)

DispatchImage() extracts pixel data from an image and returns it to you. The method returns False on success otherwise True if an error is encountered. The data is returned as *char*, *short int*, *int*, *long*, *float*, or *double* in the order specified by map.

Suppose we want want to extract the first scanline of a 640x480 image as character data in red-green-blue order:

A description of each parameter follows:

image The image.

- **x**, **y**, **columns**, **rows** These values define the perimeter of a region of pixels you want to extract.
- map This string reflects the expected ordering of the pixel array. It can be any combination or order of R = red, G = green, B = blue, A = alpha, C = cyan, Y = yellow, M = magenta, K = black, or I = intensity (for grayscale).
- **type** Define the data type of the pixels. Float and double types are normalized to [0..1] otherwise [0..MaxRGB]. Choose from these types:

CharPixel	ShortPixel	IntegerPixel
LongPixel	FloatPixel	DoublePixel

pixels This array of values contain the pixel components as defined by map and type. You must preallocate this array where the expected length varies depending on the values of width, height, map, and type.**exception** Return any errors or warnings in this structure.

PingImage() get information about an image.

Image *PingImage(const ImageInfo *image_info, ExceptionInfo *exception)

PingImage() returns all the attributes of an image or image sequence except for the pixels. It is much faster and consumes far less memory than ReadImage(). On failure, a NULL image is returned and exception describes the reason for the failure.

A description of each parameter follows:

image_info Ping the image defined by the file or filename members of this structure.

exception Return any errors or warnings in this structure.

ReadImage() read one or more image files.

Image *ReadImage(const ImageInfo *image_info, ExceptionInfo *exception)

ReadImage() reads an image or image sequence from a file or file handle. On failure, a NULL image is returned and exception describes the reason for the failure.

A description of each parameter follows:

image_info Read the image defined by the file or filename members of this structure.

exception Return any errors or warnings in this structure.

WriteImage() write one or more image files.

unsigned int WriteImage(const ImageInfo *image_info, Image *image)

Use Write() to write an image or an image sequence to a file or filehandle. If writing to a file on disk, the name is defined by the filename member of the image structure. Write() returns 0 is there is a memory shortage or if the image cannot be written. Check the exception member of image to determine the cause for any failure.

A description of each parameter follows:

image_info The image info. **image** The image.

21.2 ImageMagick Image Methods

AllocateImage() allocate an image.

Image *AllocateImage(const ImageInfo *image_info)

AllocateImage() returns a pointer to an image structure initialized to default values.

A description of each parameter follows:

image_info Many of the image default values are set from this structure. For example, filename, compression, depth, background color, and others.

AllocateImageColormap() allocate an image colormap.

unsigned int AllocateImageColormap(Image *image, const unsigned long colors)

AllocateImageColormap() allocates an image colormap and initializes it to a linear gray colorspace. If the image already has a colormap, it is replaced. AllocateImageColormap() returns True if successful, otherwise False if there is not enough memory.

A description of each parameter follows:

image The image. **colors** The number of colors in the image colormap.

AllocateNextImage() allocate the next image in a sequence.

void AllocateNextImage(const ImageInfo *image_info, Image *image)

Use AllocateNextImage() to initialize the next image in a sequence to default values. The next member of image points to the newly allocated image. If there is a memory shortage, next is assigned NULL.

A description of each parameter follows:

image_info Many of the image default values are set from this structure. For example, filename, compression, depth, background color, and others.image The image.

Animatelmages() animate an image sequence.

unsigned int AnimateImages(const ImageInfo *image_info, Image *image)

AnimateImages() repeatedly displays an image sequence to any X window screen. It returns a value other than 0 if successful. Check the exception member of image to determine the cause for any failure.

A description of each parameter follows:

image_info The image info.
image The image.

Appendimages() append a set of images.

Image *AppendImages (Image *image, const unsigned int stack, ExceptionInfo *exception)

The Append() method takes a set of images and appends them to each other. Each image in the set must have the same width or height (or both). Append() returns a single image where each image in the original set is side-by-side if all the heights the same or stacked on top of each other if all widths are the same. On failure, a NULL image is returned and exception describes the reason for the failure.

A description of each parameter follows:

image The image sequence.
stack An unsigned value other than stacks rectangular image top-to-bottom otherwise left-to-right.
exception Return any errors or warnings in this structure.

AverageImages() average a set of images.

Image *AverageImages (const Image *image, ExceptionInfo *exception)

The Average() method takes a set of images and averages them together. Each image in the set must have the same width and height. Average() returns a single image with each corresponding pixel component of each image averaged. On failure, a NULL image is returned and exception describes the reason for the failure.

A description of each parameter follows:

image The image sequence. **exception** Return any errors or warnings in this structure.

Channellmage() extract a channel from the image.

unsigned int ChannelImage (Image *image, const ChannelType channel)

Extract a channel from the image. A channel is a particular color component of each pixel in the image. Choose from these components:

A description of each parameter follows:

image The image.

channel Identify which channel to extract:

Red Cyan Green Magenta Blue Yellow Opacity Black

Clonelmage() create a new copy of an image.

Image *CloneImage(Image *image, const unsigned long columns, const unsigned long rows, const unsigned int orphan, ExceptionInfo *exception)

CloneImage() copies an image and returns the copy as a new image object. If the specified columns and rows is 0, an exact copy of the image is returned, otherwise the pixel data is undefined and must be initialized with the SetImagePixels() and SyncImagePixels() methods. On failure, a NULL image is returned and exception describes the reason for the failure.

A description of each parameter follows:

image The image.

columns The number of columns in the cloned image.

rows The number of rows in the cloned image.

orphan With a value other than 0, the cloned image is an orphan. An orphan is a stand-alone image that is not assocated with an image list. In effect, the next and previous members of the cloned image is set to NULL.

exception Return any errors or warnings in this structure.

CloneImageInfo() clone an image info structure.

ImageInfo *CloneImageInfo(const ImageInfo *image_info)

CloneImageInfo() makes a copy of the given image info structure. If NULL is specified, a new image info structure is created initialized to default values.

A description of each parameter follows:

image_info The image info.

21 C API Methods

CompositeImage() composite one image to another.

unsigned int CompositeImage(Image *image, const CompositeOperator compose, const Image *composite_image, const long x_offset, const long y_offset)

CompositeImage() returns the second image composited onto the first at the specified offsets.

A description of each parameter follows:

image The image.

compose This operator affects how the composite is applied to the image. The default is Over. Choose from these operators:

OverCompositeOP	DifferenceCompositeOP	XorCompositeOP
AtopCompositeOP	DisplaceCompositeOP	PlusCompositeOP
MinusCompositeOP	SubtractCompositeOP	AddCompositeOP
InCompositeOP	BumpmapCompositeOP	CopyCompositeOP
OutCompositeOP		

composite_image The composite image.

- **x_offset** The column offset of the composited image. If the offset is negative, it is measured between the right edges of the images.
- **y_offset** The row offset of the composited image. If it is negative, it is measured between the bottom edges of the images.

CycleColormapImage() displace a colormap.

CycleColormapImage(Image *image, const int amount)

CycleColormap() displaces an image's colormap by a given number of positions. If you cycle the colormap a number of times you can produce a psychodelic effect.

A description of each parameter follows:

image The image. **amount** Offset the colormap this much.

Describelmage() describe an image.

void DescribeImage (Image *image, FILE *file, const unsigned int verbose)

ImageMagick

DescribeImage() describes an image by printing its attributes to the file. Attributes include the image width, height, size, and others.

A description of each parameter follows:

image The image.

file The file, typically stdout.

verbose A value other than zero prints additional detailed information about the image.

DestroyImage() destroy an image.

void DestroyImage(Image *image)

DestroyImage() dereferences an image, deallocating memory associated with the image if the reference count becomes zero.

A description of each parameter follows:

image The image.

DestroyImageInfo() destroy image info.

void DestroyImageInfo(ImageInfo *image_info)

DestroyImageInfo() deallocates memory associated with image_Info. A description of each parameter follows:

image_info The image info.

DestroyImages() destroy an image sequence.

void DestroyImages(Image *image)

DestroyImages() is a convenience method. It calls DestroyImage() for each image in the sequence.

A description of each parameter follows:

image The image sequence.

21 C API Methods

DisplayImages() display an image sequence.

unsigned int DisplayImages(const ImageInfo *image_info, Image *image)

DisplayImages() displays an image sequence to any X window screen. It returns a value other than 0 if successful. Check the exception member of image to determine the reason for any failure.

A description of each parameter follows:

image_info The image info. **image** The image.

GetImageDepth() get image depth.

unsigned int GetImageDepth(Image *image)

GetImageDepth() returns the depth of the image, either 8 or 16 bits. By default, pixel components are stored as 16-bit two byte unsigned short integers that range in value from 0 to 65535. However, if all the pixels have lower-order bytes that are identical to their higher-order bytes, the image depth is 8-bit.

A description of each parameter follows:

image The image.

GetImageInfo() get image info.

void GetImageInfo(ImageInfo *image_info)

GetImageInfo() initializes image_info to default values.

A description of each parameter follows:

image_info The image info.

GetImageType() get image type.

ImageType GetImageType(const Image *image,ExceptionInfo *exception)

GetImageType() returns the type of image:

BilevelGrayscaleGrayPalettePaletteMatteTrueTrueColorMatteColorSeparationColorOptimizeColorSeparationColor

GrayscaleMatte TrueColor ColorSeparationMatte

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

IsImagesEqual() measure the pixel differences between two images.

unsigned int IsImagesEqual(Image *image, Image *reference)

IsImagesEqual() measures the difference between colors at each pixel location of two images. A value other than 0 means the colors match exactly. Otherwise an error measure is computed by summing over all pixels in an image the distance squared in RGB space between each image pixel and its corresponding pixel in the reference image. The error measure is assigned to these image members:

mean_error_per_pixel The mean error for any single pixel in the image.

- **normalized_mean_error** The normalized mean quantization error for any single pixel in the image. This distance measure is normalized to a range between 0 and 1. It is independent of the range of red, green, and blue values in the image.
- **normalized_maximum_error** The normalized maximum quantization error for any single pixel in the image. This distance measure is normalized to a range between 0 and 1. It is independent of the range of red, green, and blue values in your image.

Accessed as image->normalized_mean_error, a small normalized mean square error, suggests the images are very similiar in spatial layout and color.

A description of each parameter follows:

image The image. **reference** The reference image.

IsTaintImage() tell if an image has been altered.

unsigned int IsTaintImage(const Image *image)

IsTaintImage() returns a value other than 0 if any pixel in the image has been altered since it was first constituted.

A description of each parameter follows:

image The image.

21 C API Methods

ProfileImage() add or remove a profile.

unsigned int ProfileImage(Image *image, const char *profile_name, const char *filename)

ProfileImage() adds or removes a ICM, IPTC, or generic profile from an image. If the profile name is defined it is deleted from the image. If a filename is given, one or more profiles are read and added to the image. ProfileImage() returns a value other than 0 if the profile is successfully added or removed from the image.

A description of each parameter follows:

image The image.profile_name The type of profile to add or remove.filename The filename of the ICM, IPTC, or generic profile.

SetImage() set image pixels to the background color.

void SetImage(Image *image, const Quantum opacity)

SetImage() sets the red, green, and blue components of each pixel to the image background color and the opacity component to the specified level of transparency. The background color is defined by the background_color member of the image.

A description of each parameter follows:

image The image. **opacity** Set each pixel to this level of transparency.

SetImageClipMask()

unsigned int SetImageClipMask(Image *image,Image *clip_mask)

SetImageClipMask() associates a clip mask with the image. The clip mask must be the same dimensions as the image.

A description of each parameter follows:

image The image.clip_mask The clip mask.

SetImageDepth()

unsigned int SetImageDepth(Image *image,const unsigned long depth)

SetImageDepth() sets the depth of the image, either 8 or 16. Some image formats support both 8 and 16-bits per color component (e.g. PNG). Use SetImageDepth() to specify your preference. A value other than 0 is returned if the depth is set. Check the exception member of image to determine the cause for any failure.

A description of each parameter follows:

image The image.depth The image depth.

SetImageOpacity() set image pixels transparency level.

void SetImageOpacity(Image *image, const unsigned long opacity)

SetImageOpacity() attenuates the opacity channel of an image. If the image pixels are opaque, they are set to the specified opacity level. Otherwise, the pixel opacity values are blended with the supplied transparency value.

A description of each parameter follows:

image The image. opacity The level of transparency: 0 is fully opaque and MaxRGB is fully transparent.

SetImageType() set image type.

void SetImageType(Image *image, const ImageType image_type)

SetImageType() sets the type of image. Choose from these types:

Bilevel	Grayscale	GrayscaleMatte
Palette	PaletteMatte	TrueColor
TrueColorMatte	ColorSeparation	ColorSeparationMatte

A description of each parameter follows:

image The image. image_type Image type.

122

21 C API Methods

TextureImage() tile a texture on image background.

void TextureImage(Image *image, Image *texture)

TextureImage() repeatedly tiles the texture image across and down the image canvas.

A description of each parameter follows:

image The image. **texture** This image is the texture to layer on the background.

21.3 Working With Image Lists

In the ImageMagick API, image lists and sequences are managed by using the "next" and "previous" pointers in the Image structure.

Every image is a member of a doubly-linked image list, as illustrated below:

+----+ +----+ +----+ NULL<prev-|image|<prev-|image|<prev-|image| | 0 |-next>| 1 |-next>| 2 |-next>| 3 |-next>NULL +----+ +----+ NULL<previous-|orphan | |image |-next>NULL +----+

If the "previous" and "next" pointers are both are NULL, the image is called an "orphan". Each "orphan" is in effect a single-image list. Applications can maintain any number of image lists. Each image belongs to only one image list.

An **image sequence** is that part of an **image list** beginning with a specific image, plus the remainder of the **image list** pointed to by its **next** pointer. The image pointed to by the specific image's "previous" pointer and other images in the list prior to the specific image in the **image list** do not form a part of the **image sequence**.

Each image, image sequence, and image list is referenced by pointing to an image structure of type Image *. In the illustration above, a reference to the structure for Image 2 refers to image 2 itself, to the image sequence consisting of images 2 and 3, and to the image list consisting of all images 0 through 3. In the C API, functions that operate on an image list contain the words "ImageList" as a part of the function name, and are described in this section. In general, functions that operate on an image sequence contain the word "Images", although for legacy reasons some, such as ReadImage(), WriteImage(), and PingImage(), do not. In general, functions that contain the word "Image" work on a single image.

ClonelmageList() duplicate an image list.

Image *CloneImageList(const Image *images, ExceptionInfo *exception)

CloneImageList() returns a duplicate of the specified image list.

A description of each parameter follows:

images The image list. **exception** Return any errors or warnings in this structure.

DeletelmageList() delete an image from the list.

unsigned int DeleteImageList(Image *images, const long offset)

DeleteImageList() deletes an image at the specified position in the list..

A description of each parameter follows:

images The image list. **offset** The position within the list.

DestroyImageList() destroy an image list.

DestroyImageList(Image *images)

DestroyImageList() destroys an image list.

A description of each parameter follows:

images The image list.

GetImageList() get an image from an image list.

Image *GetImageList(const Image *images, const long offset, Exception-Info *exception)

GetImageList() returns a clone of the image at the specified position in the image list. The clone is an "orphan", not linked to the list.

A description of each parameter follows:

images The image list.offset The position in the image list.exception Return any errors or warnings in this structure.

GetImageListIndex() the position in the list of the specified image.

unsigned long *GetImageListIndex(const Image *images)

GetImageListIndex() returns the position of the specified image in the image list.

A description of each parameter follows:

images The image list.

GetImageListSize() the number of images in the image list.

unsigned long GetImageListSize(const Image *images)

GetImageListSize() returns the number of images in the image list.

A description of each parameter follows:

images The image list.

GetNextImage() get the next image in an image list.

Image *GetNextImage(Image *images)

GetNextImage() returns a pointer to the next image in an image list after the image pointed to by *images.

A description of each parameter follows:

images The image list.

ImageListToArray() convert an image list to an array.

Image **ImageListToArray(const Image *images, ExceptionInfo *exception)

ImageListToArray() is a convenience method that converts a linked list of images to a sequential array. For example,

```
Image **group;
group = ImageListToArray(images, exception);
n = GetImageListSize(images);
for (i=0; i < n; i++)
    puts(group[i]->filename);
LiberateMemory((void **) &group);
```

A description of each parameter follows:

image The image list. **exception** Return any errors or warnings in this structure.

NewImageList() create an empty image list.

Image *NewImageList(void)

NewImageList() creates an empty image list.

PopImageList() remove the last image from an image list.

Image *PopImageList(Image **images)

PopImageList() removes the last image in the list and returns it. A description of each parameter follows:

images The image list.

PushImageList() adds an image list to the end of an image list.

unsigned int *PushImageList(Image **images, const Image *image, ExceptionInfo *exception)

PushImageList() adds the image list to the end of the image list.

A description of each parameter follows:

images The image list.image The image list to be added.exception Return any errors or warnings in this structure.

ReverselmageList() reverse an image list.

Image *ReverseImageList(Image *images, ExceptionInfo *exception)

ReverseImageList() returns a new list with the order of images reversed from those in the specified image list.

A description of each parameter follows:

images The image list. **exception** Return any errors or warnings in this structure.

21 C API Methods

SetImageList() adds an image to the end of an image list.

unsigned int SetImageList(Image **images,const Image *image, const long offset,ExceptionInfo *exception)

SetImageList() inserts an image into the list at the specified position.

A description of each parameter follows:

images The image list.image The image.offset The position within the list.exception Return any errors or warnings in this structure.

ShiftImageList() remove and return the first image in the list.

Image *ShiftImageList(Image **images)

ShiftImageList() removes an image from the beginning of the specified image list.

A description of each parameter follows:

images The image list.

SpliceImageList() splice an image list.

Image *SpliceImageList(Image *images, const long offset, const unsigned long length, const Image *splices, ExceptionInfo *exception)

SpliceImageList() removes the images designated by offset and length from the list and replaces them with the specified list. The "splices" list is not necessarily of the same length.

A description of each parameter follows:

images The image list.offset The position in the image list.length The length of the image list to remove.splices Replace the removed image list with this list.exception Return any errors or warnings in this structure.

UnshiftImageList() add an image list to the beginning of the specified list.

unsigned int *UnshiftImageList(Image **images, const Image *image, ExceptionInfo *exception)

UnshiftImageList() adds an image list to the beginning of the specified image list.

A description of each parameter follows:

images The image list.image The image list to be added.exception Return any errors or warnings in this structure.

21.4 Methods to Count the Colors in an Image

CompressColormap() remove duplicate or unused colormap entries.

void CompressColormap(Image *image)

CompressColormap() compresses an image colormap by removing any duplicate or unused color entries.

A description of each parameter follows:

image The image.

GetNumberColors() count the number of unique colors.

unsigned long GetNumberColors(const Image *image, FILE *file, ExceptionInfo *exception)

GetNumberColors() returns the number of unique colors in an image.

A description of each parameter follows:

image The image.file Write a histogram of the color distribution to this file handle.exception Return any errors or warnings in this structure.

128

21 C API Methods

IsGrayImage() is the image grayscale?

unsigned int IsGrayImage(Image *image, ExceptionInfo *exception)

IsGrayImage() returns True if all the pixels in the image have the same red, green, and blue intensities.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

IsMonochromelmage() is the image monochrome?

unsigned int IsMonochromeImage(Image *image, ExceptionInfo *exception)

IsMonochromeImage() returns True if all the pixels in the image have the same red, green, and blue intensities and the intensity is either 0 or MaxRGB.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

IsOpaqueImage() does the image have transparent pixels?

unsigned int IsOpaqueImage(Image *image, ExceptionInfo *exception)

IsOpaqueImage() returns True if none of the pixels in the image have an opacity value other than opaque (0).

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

IsPalettelmage() does the image have less than 256 unique colors?

unsigned int IsPaletteImage(Image *image, ExceptionInfo *exception)

IsPaletteImage() returns True if the image is colormapped and has 256 unique colors or less.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

ListColorsInfo list color names.

unsigned int ListColorInfo(FILE *file, ExceptionInfo *exception)

ListColorInfo() lists color names to the specified file. Color names are a convenience. Rather than defining a color by its red, green, and blue intensities just use a color name such as white, blue, or yellow.

A description of each parameter follows:

file List color names to this file handle. **exception** Return any errors or warnings in this structure.

QueryColorDatabase() return numerical values corresponding to a color name.

unsigned int QueryColorDatabase(const char *name, PixelPacket *color, ExceptionInfo *exception)

QueryColorDatabase() returns the red, green, blue, and opacity intensities for a given color name.

A description of each parameter follows:

name The color name (e.g. white, blue, yellow).

color The red, green, blue, and opacity intensities values of the named color in this structure.

exception Return any errors or warnings in this structure.

QueryColorname() return a color name for the corresponding numerical values.

unsigned int QueryColorname(const Image *image, const PixelPacket *color, ComplianceType compliance, char *name, ExceptionInfo *exception)

QueryColorname() returns a named color for the given color intensity. If an exact match is not found, a hex value is return instead. For example an intensity of rgb:(0,0,0) returns black whereas rgb:(223,223,223) returns #dfdfdf.

A description of each parameter follows:

image The image.color The color intensities.compliance Adhere to this color standard: SVG or X11.name Return the color name or hex value.exception Return any errors or warnings in this structure.

130

21.5 Methods to Reduce the Number of Unique Colors in an Image

CloneQuantizeInfo()

QuantizeInfo *CloneQuantizeInfo(const QuantizeInfo *quantize_info)

Method CloneQuantizeInfo makes a duplicate of the given quantize info structure, or if quantize info is NULL, a new one. A description of each parameter follows:

quantize_info a structure of type info.

DestroyQuantizeInfo()

DestroyQuantizeInfo(QuantizeInfo *quantize_info)

Method DestroyQuantizeInfo deallocates memory associated with an Quantize-Info structure.

A description of each parameter follows:

quantize_info Specifies a pointer to an QuantizeInfo structure.

GetQuantizeInfo()

GetQuantizeInfo(QuantizeInfo *quantize_info)

Method GetQuantizeInfo initializes the QuantizeInfo structure.

A description of each parameter follows:

quantize_info Specifies a pointer to a QuantizeInfo structure.

MapImage()

unsigned int MapImage(Image *image, Image *map_image, const unsigned int dither)

MapImage replaces the colors of an image with the closest color from a reference image.

A description of each parameter follows:

image The image.

- **map_image** Specifies a pointer to a Image structure. Reduce image to a set of colors represented by this image.
- **dither** Set this integer value to something other than zero to dither the quantized image.

MapImages()

unsigned int MapImages(Image *images, Image *map_image, const unsigned int dither)

MapImages replaces the colors of a sequence of images with the closest color from a reference image.

A description of each parameter follows:

image The image.

- **map_image** Specifies a pointer to a Image structure. Reduce image to a set of colors represented by this image.
- **dither** Set this integer value to something other than zero to dither the quantized image.

QuantizationError()

unsigned int QuantizationError(Image *image)

Method QuantizationError measures the difference between the original and quantized images. This difference is the total quantization error. The error is computed by summing over all pixels in an image the distance squared in RGB space between each reference pixel value and its quantized value. These values are computed:

A description of each parameter follows:

- **mean_error_per_pixel** This value is the mean error for any single pixel in the image.
- **normalized_mean_square_error** This value is the normalized mean quantization error for any single pixel in the image. This distance measure is normalized to a range between 0 and 1. It is independent of the range of red, green, and blue values in the image.
- **normalized_maximum_square_error** This value is the normalized maximum quantization error for any single pixel in the image. This distance measure is normalized to a range between 0 and 1. It is independent of the range of red, green, and blue values in your image.

A description of each parameter follows:

image The image.

QuantizeImage()

unsigned int QuantizeImage(const QuantizeInfo *quantize_info, Image *image)

Method QuantizeImage analyzes the colors within a reference image and chooses a fixed number of colors to represent the image. The goal of the algorithm is to minimize the difference between the input and output image while minimizing the processing time.

A description of each parameter follows:

quantize_info Specifies a pointer to an QuantizeInfo structure. **image** Specifies a pointer to a Image structure.

QuantizeImages()

unsigned int QuantizeImages(const QuantizeInfo *quantize_info, Image *images)

QuantizeImages analyzes the colors within a set of reference images and chooses a fixed number of colors to represent the set. The goal of the algorithm is to minimize the difference between the input and output images while minimizing the processing time.

A description of each parameter follows:

quantize_info Specifies a pointer to an QuantizeInfo structure. **images** Specifies a pointer to a list of Image structures.

21.6 Methods to Segment an Image with Thresholding Fuzzy c-Means

SegmentImage()

unsigned int SegmentImage(Image *image, const ColorspaceType colorspace, const unsigned int verbose, const double cluster_threshold, const double smoothing_threshold)

Method SegmentImage segments an image by analyzing the histograms of the color components and identifying units that are homogeneous with the fuzzy c-means technique.

Specify cluster threshold as the number of pixels in each cluster must exceed the the cluster threshold to be considered valid. Smoothing threshold eliminates noise in the second derivative of the histogram. As the value is increased, you can expect a smoother second derivative. The default is 1.5.

A description of each parameter follows:

image Specifies a pointer to an Image structure returned from ReadImage.

- **colorspace** An unsigned integer value that indicates the colorspace. Empirical evidence suggests that distances in YUV or YIQ correspond to perceptual color differences more closely than do distances in RGB space. The image is then returned to RGB colorspace after color reduction.
- **verbose** A value greater than zero prints detailed information about the identified classes.

21.7 Methods to Resize an Image

MagnifyImage() scale the image to twice its size.

Image *MagnifyImage(image, ExceptionInfo *exception)

MagnifyImage() is a convenience method that scales an image proportionally to twice its size.

image The image. **exception** Return any errors or warnings in this structure.

MinifyImage() scale the image to half its size.

Image *MinifyImage(Image *image, ExceptionInfo *exception)

MinifyImage() is a convenience method that scales an image proportionally to half its size.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

ResizeImage() scale an image with a filter.

Image *ResizeImage(Image *image, const unsigned long columns, const unsigned long rows, const FilterType filter, const double blur, ExceptionInfo *exception)

ResizeImage() scales an image to the desired dimensions with one of these filters:

Bessel	Blackman	Box
Catrom	Cubic	Gaussian
Hanning	Hermite	Lanczos
Mitchell	Point	Quadratic
Sinc	Triangle	

A description of each parameter follows:

image The image.
columns The number of columns in the scaled image.
rows The number of rows in the scaled image.
filter Image filter to use.
blur The blur factor where ¿ 1 is blurry, ¡ 1 is sharp.
exception Return any errors or warnings in this structure.

SampleImage()

Image *SampleImage(Image *image, const unsigned long columns, const unsigned long rows, ExceptionInfo *exception)

SampleImage() scales an image to the desired dimensions with pixel sampling. Unlike other scaling methods, this method does not introduce any additional color into the scaled image.

A description of each parameter follows:

image The image.columns The number of columns in the sampled image.rows The number of rows in the sampled image.exception Return any errors or warnings in this structure.

ScaleImage() scale an image to given dimensions.

Image *ScaleImage(Image *image, const unsigned long columns, const unsigned long rows, ExceptionInfo *exception)

ScaleImage() changes the size of an image to the given dimensions.

A description of each parameter follows:

image The image.columns The number of columns in the scaled image.rows The number of rows in the scaled image.exception Return any errors or warnings in this structure.

21.8 Methods to Transform an Image

ChopImage() chop an image.

Image *ChopImage(Image *image, const RectangleInfo *chop_info, ExceptionInfo *exception)

Chop() removes a region of an image and collapses the image to occupy the removed portion.

A description of each parameter follows:

image The image.

chop_info Define the region of the image to chop with members x, y, width, and height. If the image gravity is Northeast, East, or SouthEast, the offset x specifies the distance from the right edge of the region to the right edge of the chopping region. Similarly, if the image gravity is SouthEast, South, or SouthWest, y is the distance between the bottom edges. exception Return any errors or warnings in this structure.

Coalescelmages() coalesce a set of images.

Image *CoalesceImages(Image *image, ExceptionInfo *exception)

CoalesceImages() composites a set of images while respecting any page offsets and disposal methods. GIF, MIFF, and MNG animation sequences typically start with an image background and each subsequent image varies in size and offset. Coalesce() returns a new sequence where each image in the sequence is the same size as the first and composited over the previous images in the sequence.

Offsets are measured from the top left corner of the composition to the top left corner of each image. Positive offsets represent a location of the image to the right and downward from the corner of the composition.

A description of each parameter follows:

image The image sequence. **exception** Return any errors or warnings in this structure.

CropImage() crop an image.

Image *CropImage(Image *image, const RectangleInfo *crop_info, ExceptionInfo *exception)

Use CropImage() to extract a region of the image starting at the offset defined by crop_info.

A description of each parameter follows:

image The image.

crop_info Define the region of the image to crop with members x, y, width, and height. If the image gravity is Northeast, East, or SouthEast, the offset x specifies the distance from the right edge of the region to the right edge of the cropping region. Similarly, if the image gravity is SouthEast, South, or SouthWest, y is the distance between the bottom edges. If the offset x is negative, it specifies the distance from the right edge of the region to the right edge of the chopping region.

exception Return any errors or warnings in this structure.

Deconstructimages() return the constituent parts of an image sequence

Image *DeconstructImages(Image *image, ExceptionInfo *exception)

DeconstructImages() compares each image with the next in a sequence and returns the maximum bounding region of any pixel differences it discovers.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

FlipImage() reflect an image vertically.

Image *FlipImage(Image *image, ExceptionInfo *exception)

FlipImage() creates a vertical mirror image by reflecting the pixels around the central x-axis.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

FlopImage() reflect an image horizontally.

Image *FlopImage(Image *image, ExceptionInfo *exception)

FlopImage() creates a horizontal mirror image by reflecting the pixels around the central y-axis.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

MosaicImages() inlay an image sequence to form a single coherent picture.

Image *MosaicImages(const Image *image, ExceptionInfo *exception)

MosaicImages() inlays an image sequence to form a single coherent picture. It returns a single image with each image in the sequence composited at the location defined by the page member of image.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

Rollimage() offset and roll over an image.

Image *RollImage(Image *image, const int x_offset, const int y_offset, ExceptionInfo *exception)

RollImage() offsets an image as defined by x_offset and y_offset.

A description of each parameter follows:

image The image.

x_offset The number of columns to roll in the horizontal direction, right-to-left (left-to-right if x_offset is negative).

y_offset The number of rows to roll in the vertical direction, bottom-to-top (top-to-bottom if y_offset is negative).

exception Return any errors or warnings in this structure.

ShaveImage()

Image *ShaveImage(const Image *image, const RectangleInfo *shave_info, ExceptionInfo *exception)

Method ShaveImage shaves pixels from the image edges. It allocates the memory necessary for the new Image structure and returns a pointer to the new image.

A description of each parameter follows:

image The image.shave_info Specifies a pointer to a structure of type Rectangle which defines the shave region.exception Return any errors or warnings in this structure.

TransformImage() resize or crop an image.

void TransformImage(Image **image, const char *crop_geometry, const char *image_geometry)

TransformImage() is a convenience method that behaves like ResizeImage() or CropImage() but accepts scaling and/or cropping information as a region geometry specification. If the operation fails, the original image handle is returned.

A description of each parameter follows:

image The image. The transformed image is returned as this parameter.

crop_geometry A crop geometry string. This geometry defines a subregion of the image to crop.

image_geometry An image geometry string. This geometry defines the final size of the image.

21.9 Methods to Shear or Rotate an Image by an Arbitrary Angle

Rotatelmage

Image *RotateImage(Image *image, const double degrees, ExceptionInfo
 *exception)

Method RotateImage creates a new image that is a rotated copy of an existing one. Positive angles rotate counter-clockwise(right-hand rule), while negative angles rotate clockwise. Rotated images are usually larger than the originals and have 'empty' triangular corners. X axis. Empty triangles left over from shearing the image are filled with the color defined by the pixel at location(0, 0). RotateImage allocates the memory necessary for the new Image structure and returns a pointer to the new image.

Method RotateImage is based on the paper "A Fast Algorithm for General Raster Rotatation" by Alan W. Paeth. RotateImage is adapted from a similar method based on the Paeth paper written by Michael Halle of the Spatial Imaging Group, MIT Media Lab.

A description of each parameter follows:

image The image. **degrees** Specifies the number of degrees to rotate the image. **exception** Return any errors or warnings in this structure.

ShearImage()

Image *ShearImage(Image *image, const double x_shear, const double y_shear, ExceptionInfo *exception)

Method ShearImage creates a new image that is a shear_image copy of an existing one. Shearing slides one edge of an image along the X or Y axis, creating a parallelogram. An X direction shear slides an edge along the X axis, while a Y direction shear slides an edge along the Y axis. The amount of the shear is controlled by a shear angle. For X direction shears, x_shear is measured relative to the Y axis, and similarly, for Y direction shears y_shear is measured relative to the X axis. Empty triangles left over from shearing the image are filled with the color defined by the pixel at location(0, 0). ShearImage allocates the memory necessary for the new Image structure and returns a pointer to the new image.

Method ShearImage is based on the paper "A Fast Algorithm for General Raster Rotatation" by Alan W. Paeth.

A description of each parameter follows:

image The image.x_shear, y_shear Specifies the number of degrees to shear the image.exception Return any errors or warnings in this structure.

21.10 Methods to Enhance an Image

Contrastimage() enhance or reduce the image contrast.

unsigned int ContrastImage(Image *image, const unsigned int sharpen)

Contrast() enhances the intensity differences between the lighter and darker elements of the image. Set sharpen to a value other than 0 to increase the image contrast otherwise the contrast is reduced.

A description of each parameter follows:

image The image. **sharpen** Increase or decrease image contrast.

EqualizeImage() equalize an image.

unsigned int EqualizeImage(Image *image)

EqualizeImage() applies a histogram equalization to the image.

A description of each parameter follows:

image The image.

Gammalmage() gamma-correct the image.

unsigned int GammaImage(Image *image, const char *gamma)

Use GammaImage() to gamma-correct an image. The same image viewed on different devices will have perceptual differences in the way the image's intensities are represented on the screen. Specify individual gamma levels for the red, green, and blue channels, or adjust all three with the gamma parameter. Values typically range from 0.8 to 2.3.

You can also reduce the influence of a particular channel with a gamma value of 0.

A description of each parameter follows:

image The image. **gamma** Define the level of gamma correction.

Levelimage() adjust the level of image contrast.

unsigned int LevelImage(Image *image, const char *levels)

Give three point values delineated with commas: black, mid, and white (e.g. 10/1.0/65000). The white and black points range from 0 to MaxRGB and mid ranges from 0 to 10.

A description of each parameter follows:

image The image. **gamma** Define the image contrast levels.

ModulateImage() adjust the brightness, saturation, and hue.

unsigned int ModulateImage(Image *image, const char *modulate)

ModulateImage() lets you control the brightness, saturation, and hue of an image. Modulate represents the brightness, saturation, and hue as one parameter (e.g. 90,150,100).

A description of each parameter follows:

image The image. **modulate** Define the percent change in brightness, saturation, and hue. Normalizelmage() enhance image contrast.

unsigned int NormalizeImage(Image *image)

The NormalizeImage() method enhances the contrast of a color image by adjusting the pixels color to span the entire range of colors available.

A description of each parameter follows:

image The image.

21.11 ImageMagick Image Effects Methods

AddNoiseImage() add noise to an image.

Image *AddNoiseImage(const Image *image, const NoiseType noise_type, ExceptionInfo *exception)

AddNoiseImage() adds random noise to the image.

A description of each parameter follows:

image The image.
noise_type The type of noise: Uniform, Gaussian, Multiplicative, Impulse, Laplacian, or Poisson.
exception Return any errors or warnings in this structure.

Blurlmage() blur the image.

Image *BlurImage(const Image *image, const double radius, const double sigma, ExceptionInfo *exception)

BlurImage() blurs an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, the radius should be larger than sigma. Use a radius of 0 and BlurImage() selects a suitable radius for you.

A description of each parameter follows:

radius The radius of the Gaussian, in pixels, not counting the center pixel.sigma The standard deviation of the Gaussian, in pixels.exception Return any errors or warnings in this structure.

Colorizelmage() colorize an image.

Image *ColorizeImage(const Image *image, const char *opacity, const PixelPacket target, ExceptionInfo *exception)

ColorizeImage() blends the fill color with each pixel in the image. A percentage blend is specified with opacity. Control the application of different color components by specifying a different percentage for each component (e.g. 90/100/10 is 90% red, 100% green, and 10% blue).

A description of each parameter follows:

image The image.opacity A character string indicating the level of opacity as a percentage.target A color value.exception Return any errors or warnings in this structure.

Convolvelmage() apply a convolution kernel to the image.

Image *ConvolveImage(const Image *image, const unsigned int order, const double *kernel, ExceptionInfo *exception)

ConvolveImage() applies a custom convolution kernel to the image.

A description of each parameter follows:

image The image.order The number of columns and rows in the filter kernel.kernel An array of double representing the convolution kernel.exception Return any errors or warnings in this structure.

Despecklelmage() filter speckles.

Image *DespeckleImage(const Image *image, ExceptionInfo *exception)

DespeckleImage() reduces the *speckle* noise in an image while perserving the edges of the original image.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

EdgeImage() detect edges within an image.

Image *EdgeImage(const Image *image, const double radius, Exception-Info *exception)

EdgeImage() finds edges in an image. Radius defines the radius of the convolution filter. Use a radius of 0 and Edge() selects a suitable radius for you.

A description of each parameter follows:

image The image.radius the radius of the pixel neighborhood.exception Return any errors or warnings in this structure.

EmbossImage emboss the image.

Image *EmbossImage(const Image *image, const double radius, const double sigma, ExceptionInfo *exception)

EmbossImage() returns a grayscale image with a three-dimensional effect. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and Emboss() selects a suitable radius for you.

A description of each parameter follows:

image The image.radius the radius of the pixel neighborhood.sigma The standard deviation of the Gaussian, in pixels.exception Return any errors or warnings in this structure.

Enhancelmage() filter a noisy image.

Image *EnhanceImage(const Image *image, ExceptionInfo *exception)

EnhanceImage() applies a digital filter that improves the quality of a noisy image.

A description of each parameter follows:

image The image. **exception** Return any errors or warnings in this structure.

GaussianBlurImage() blur an image.

Image *GaussianBlurImage(const Image *image, const double radius, const double sigma, ExceptionInfo *exception)

GaussianBlurImage() blurs an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, the radius should be larger than sigma. Use a radius of 0 and Gaussian-BlurImage() selects a suitable radius for you.

A description of each parameter follows:

image The image.radius the radius of the Gaussian, in pixels, not counting the center pixel.sigma the standard deviation of the Gaussian, in pixels.exception Return any errors or warnings in this structure.

Implodelmage() apply an implosion/explosion filter.

Image *ImplodeImage(const Image *image, const double amount, ExceptionInfo *exception)

ImplodeImage() applies a special effects filter to the image where amount determines the amount of implosion. Use a negative amount for an explosive effect.

A description of each parameter follows:

image The image.amount Define the extent of the implosion.exception Return any errors or warnings in this structure.

MedianFilterImage() filter a noisy image.

Image *MedianFilterImage(const Image *image, const double radius, ExceptionInfo *exception)

MedianFilterImage() applies a digital filter that improves the quality of a noisy image. Each pixel is replaced by the median in a set of neighboring pixels as defined by radius.

A description of each parameter follows:

image The image.radius The radius of the pixel neighborhood.exception Return any errors or warnings in this structure.

Morphimages() morph a set of images.

Image *MorphImages(const Image *image, const unsigned long number_frames, ExceptionInfo *exception)

The MorphImages() method requires a minimum of two images. The first image is transformed into the second by a number of intervening images as specified by frames.

A description of each parameter follows:

image The image.

number_frames Define the number of in-between image to generate. The more in-between frames, the smoother the morph.

exception Return any errors or warnings in this structure.

MotionBlurImage() simulate motion blur.

Image *MotionBlurImage(const Image *image, const double radius, const double sigma, ExceptionInfo *exception)

MotionBlurImage() simulates motion blur. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and MotionBlurImage()selects a suitable radius for you. Angle gives the angle of the blurring motion.

A description of each parameter follows:

image The image.radius The radius of the Gaussian, in pixels, not counting the center pixel.sigma The standard deviation of the Motion, in pixels.angle Apply the effect along this angle.exception Return any errors or warnings in this structure.

NegateImage()

unsigned int NegateImage(Image *image, const unsigned int grayscale)

Method NegateImage negates the colors in the reference image. The Grayscale option means that only grayscale values within the image are negated.

A description of each parameter follows:

image The image.

OilPaintImage() simulate an oil painting.

Image *OilPaintImage(const Image *image, const double radius, ExceptionInfo *exception)

OilPaintImage() applies a special effect filter that simulates an oil painting. Each pixel is replaced by the most frequent color occurring in a circular region defined by radius.

A description of each parameter follows:

image The image.radius The radius of the circular neighborhood.exception Return any errors or warnings in this structure.

Plasmalmage() initialize an image with plasma fractal values.

unsigned int PlasmaImage(const Image *image, const SegmentInfo *segment, int attenuate, int depth)

PlasmaImage() initializes an image with plasma fractal values. The image must be initialized with a base color and the random number generator seeded before this method is called.

A description of each parameter follows:

image The image.segment Define the region to apply plasma fractals values.attenuate Define the plasma attenuation factor.depth Limit the plasma recursion depth.

ReduceNoiseImage() smooth an image.

Image *ReduceNoiseImage(Image *image, const double radius, Exception-Info *exception)

ReduceNoiseImage() smooths the contours of an image while still preserving edge information. The algorithm works by replacing each pixel with its neighbor closest in value. A neighbor is defined by radius. Use a radius of 0 and ReduceNoise() selects a suitable radius for you.

A description of each parameter follows:

image The image.radius The radius of the pixel neighborhood.exception Return any errors or warnings in this structure.

Shadelmage shade the image with light source.

Image *ShadeImage(const Image *image, const unsigned int color_shading, double azimuth, double elevation, ExceptionInfo *exception)

ShadeImage() shines a distant light on an image to create a three-dimensional effect. You control the positioning of the light with *azimuth* and *elevation*; azimuth is measured in degrees off the x axis and elevation is measured in pixels above the Z axis.

A description of each parameter follows:

image The image.
color_shading A value other than zero shades the red, green, and blue components of the image.
azimuth, elevation Define the light source direction.
exception Return any errors or warnings in this structure.

SharpenImage() sharpen an image.

Image *SharpenImage(Image *image, const double radius, const double sigma, ExceptionInfo *exception)

SharpenImage() sharpens an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and SharpenImage() selects a suitable radius for you.

A description of each parameter follows:

radius The radius of the Gaussian, in pixels, not counting the center pixel.sigma The standard deviation of the Laplacian, in pixels.exception Return any errors or warnings in this structure.

Solarizelmage() apply solorization special effect.

void SolarizeImage(Image *image, const double threshold)

SolarizeImage() applies a special effect to the image, similar to the effect achieved in a photo darkroom by selectively exposing areas of photo sensitive paper to light. Threshold ranges from 0 to MaxRGB and is a measure of the extent of the solarization.

A description of each parameter follows:

image The image. **threshold** Define the extent of the solarization.

SpreadImage() randomly displace pixels.

Image *SpreadImage(const Image *image, const unsigned int amount, ExceptionInfo *exception)

SpreadImage() is a special effects method that randomly displaces each pixel in a block defined by the amount parameter.

A description of each parameter follows:

image The image.radius An unsigned value constraining the "vicinity" for choosing a random pixel to swap.exception Return any errors or warnings in this structure.

Steganolmage() hide a digital watermark.

Image *SteganoImage(const Image *image, Image *watermark, Exception-Info *exception)

Use SteganoImage() to hide a digital watermark within the image. Recover the hidden watermark later to prove that the authenticity of an image. textttOffset defines the start position within the image to hide the watermark.

A description of each parameter follows:

image The image.watermark The watermark image.exception Return any errors or warnings in this structure.

Stereolmage() create a stereo special effect.

Image *StereoImage(cosnt Image *image, Image *offset_image, Exception-Info *exception)

StereoImage() combines two images and produces a single image that is the composite of a left and right image of a stereo pair. Special red-green stereo glasses are required to view this effect.

A description of each parameter follows:

image The left-hand image.offset_image The right-hand image.exception Return any errors or warnings in this structure.

Swirllmage() swirl pixels about image center.

Image *SwirlImage(const Image *image, double degrees, ExceptionInfo
 *exception)

SwirlImage() swirls the pixels about the center of the image, where degrees indicates the sweep of the arc through which each pixel is moved. You get a more dramatic effect as the degrees move from 1 to 360.

A description of each parameter follows:

image The image.degrees Define the tightness of the swirling effect.exception Return any errors or warnings in this structure.

ThresholdImage() divide pixels based on intensity values.

unsigned int ThresholdImage(Image *image, const double threshold)

ThresholdImage() changes the value of individual pixels based on the intensity of each pixel compared to threshold. The result is a high-contrast, two color image.

A description of each parameter follows:

image The image. **threshold** Define the threshold value.

UnsharpMaskImage() sharpen an image.

Image *UnsharpMaskImage(const Image *image, const double radius, const double sigma, const double amount, const double threshold, Exception-Info *exception)

UnsharpMaskImage() sharpens an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and Unsharp-MaskImage() selects a suitable radius for you.

A description of each parameter follows:

image The image.

radius The radius of the Gaussian, in pixels, not counting the center pixel. **sigma** The standard deviation of the Gaussian, in pixels.

amount The percentage of the difference between the original and the blur image that is added back into the original.

threshold The threshold in pixels needed to apply the diffence amount. **exception** Return any errors or warnings in this structure.

150

WaveImage() special effects filter.

Image *WaveImage(const Image *image, const double amplitude, const double wave_length, ExceptionInfo *exception)

The WaveImage() filter creates a "ripple" effect in the image by shifting the pixels vertically along a sine wave whose amplitude and wavelength is specified by the given parameters.

A description of each parameter follows:

image The image.

amplitude, frequency Define the amplitude and wavelength of the sine wave. **exception** Return any errors or warnings in this structure.

21.12 ImageMagick Image Decoration Methods

BorderImage() frame the image with a border.

Image *BorderImage(const Image *image, const RectangleInfo *border_info, ExceptionInfo *exception)

BorderImage() surrounds the image with a border of the color defined by the border_color member of the image structure. The width and height of the border are defined by the corresponding members of the border_info structure.

A description of each parameter follows:

image The image.border_info Define the width and height of the border.exception Return any errors or warnings in this structure.

Framelmage() surround the image with a decorative border.

Image *FrameImage(const Image *image, const FrameInfo *frame_info, ExceptionInfo *exception)

FrameImage() adds a simulated three-dimensional border around the image. The color of the border is defined by the matte_color member of image. Members width and height of frame_info specify the border width of the vertical and horizontal sides of the frame. Members inner and outer indicate the width of the inner and outer shadows of the frame.

A description of each parameter follows:

image The image.frame_info Define the width and height of the frame and its bevels.exception Return any errors or warnings in this structure.

Raiselmage() lighten or darken edges to create a 3-D effect.

unsigned int RaiseImage(Image *image, const RectangleInfo *raise_info, const int raised)

RaiseImage() creates a simulated three-dimensional button-like effect by lightening and darkening the edges of the image. Members width and height of raise_info define the width of the vertical and horizontal edge of the effect.

A description of each parameter follows:

image The image. **raise_info** Define the width and height of the raised area. region.

raised A value other than zero creates a 3-D raised effect, otherwise it has a lowered effect.

21.13 Methods to Annotate an Image

Annotatelmage() annotate an image with text.

unsigned int AnnotateImage(Image *image, DrawInfo *draw_info)

Annotate() allows you to scribble text across an image. The text may be represented as a string or filename. Precede the filename with an "at" sign (@) and the contents of the file are drawn on the image. Your text can optionally embed any of these special characters:

- %b file size in bytes.
- %c comment.
- %d directory in which the image resides.
- %e extension of the image file.
- %f original filename of the image.
- %h height of image.
- %i filename of the image.
- %k number of unique colors.
- %1 image label.
- %m image file format.
- %n number of images in a image sequence.
- %o output image filename.

- %p page number of the image.
- %q image depth (8 or 16).
- %s image scene number.
- %t image filename without any extension.
- %u a unique temporary filename.
- %w image width.
- %x x resolution of the image.
- %y y resolution of the image.

A description of each parameter follows:

image The image. **draw_info** The draw info.

GetTypeMetrics() get font attributes.

unsigned int GetTypeMetrics(Image *image, const DrawInfo *draw_info, TypeMetric *metrics)

GetTypeMetrics() returns the following information for the supplied font and text:

- · character width
- · character height
- ascender
- descender
- text width
- text height
- maximum horizontal advance

A description of each parameter follows:

image The image.draw_info The draw info.metrics Return the font metrics in this structure.

21.14 Methods to Draw on an Image

CloneDrawInfo clone a draw info structure.

DrawInfo *CloneDrawInfo(const ImageInfo *image_info, const DrawInfo *draw_info)

CloneDrawInfo() makes a copy of the given draw info structure. If NULL is specified, a new image info structure is created initialized to default values.

A description of each parameter follows:

image_info The image info. **draw_info** The draw info.

ColorFloodfillImage() floodfill the designed area with color.

unsigned int ColorFloodfillImage(Image *image, const DrawInfo *draw_info, const PixelPacket target, const long x, const long y, const PaintMethod method)

ColorFloodfill() changes the color value of any pixel that matches target and is an immediate neighbor. If the method FillToBorderMethod is specified, the color value is changed for any neighbor pixel that does not match the bordercolor member of image.

By default target must match a particular pixel color exactly. However, in many cases two colors may differ by a small amount. The fuzz member of image defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color for the purposes of the floodfill.

A description of each parameter follows:

image The image.
draw_info The draw info.
target The RGB value of the target color.
x, y The starting location of the operation.
method Choose either FloodfillMethod or FillToBorderMethod.

DestroyDrawInfo() destroy draw info.

void DestroyDrawInfo(DrawInfo *draw_info)

DestroyDrawInfo() deallocates memory associated with draw_info.

A description of each parameter follows:

draw_info The draw info.

Drawlmage annotate an image with a graphic primitive.

unsigned int DrawImage(Image *image, const DrawInfo *draw_info)

Use DrawImage() to draw a graphic primitive on your image. The primitive may be represented as a string or filename. Precede the filename with an "at" sign (@) and the contents of the file are drawn on the image. You can affect how text is drawn by setting one or more members of the draw info structure:

primitive The primitive describes the type of graphic to draw. Choose from these primitives:

LinePrimitive	RectanglePrimitive
ArcPrimitive	EllipsePrimitive
PolylinePrimitive	PolygonPrimitive
PathPrimitive	ColorPrimitive
TextPrimitive	ImagePrimitive
	ArcPrimitive PolylinePrimitive PathPrimitive

- **antialias** The visible effect of antialias is to smooth out the rounded corners of the drawn shape. Set to 0 to keep crisp edges.
- **bordercolor** The Color primitive with a method of FloodFill changes the color value of any pixel that matches fill and is an immediate neighbor. If bordercolor is specified, the color value is changed for any neighbor pixel that is not fill.
- **density** This parameter sets the vertical and horizontal resolution of the font. The default is 72 pixels/inch.

fill The fill color paints any areas inside the outline of drawn shape.

- font A font can be a Truetype (arial.ttf), Postscript (Helvetica), or a fully-qualified X11 font (-*-helvetica-medium-r-*-*12-*-*-*-iso8859-*).
- **geometry** Geometry defines the baseline position where the graphic primitive is rendered (e.g. +100+50).
- **method** Primitives Matte and Image behavior depends on the painting method you choose:

Point	Replace	Floodfull
FillToBorder	Reset	

points List one or more sets of coordinates as required by the graphic primitive you selected.

pointsize The font pointsize. The default is 12.

rotate Specifies a rotation of rotate-angle degrees about a given point.

scale Specifies a scale operation by sx and sy.

skewX Specifies a skew transformation along the x-axis.

skewY Specifies a skew transformation along the y-axis.

stroke A stroke color paints along the outline of the shape.

stroke_width The width of the stroke of the shape. A zero value means no stroke is painted.

translate Specifies a translation by *tx* and *ty*.

A description of each parameter follows:

image The image. **draw_info** The draw info.

MatteFloodfillImage() floodfill an area with transparency.

unsigned int MatteFloodfillImage(Image *image, const PixelPacket target, const unsigned int opacity, const long x, const long y, const PaintMethod method)

MatteFloodfill() changes the transparency value of any pixel that matches target and is an immediate neighbor. If the method FillToBorderMethod is specified, the transparency value is changed for any neighbor pixel that does not match the bordercolor member of image.

By default target must match a particular pixel transparency exactly. However, in many cases two transparency values may differ by a small amount. The fuzz member of image defines how much tolerance is acceptable to consider two transparency values as the same. For example, set fuzz to 10 and the opacity values of 100 and 102 respectively are now interpreted as the same value for the purposes of the floodfill.

A description of each parameter follows:

image The image.
target The RGB value of the target color.
opacity The level of transparency: 0 is fully opaque and MaxRGB is fully transparent.
x, y The starting location of the operation.
method Choose either FloodfillMethod or FillToBorderMethod.

Opaquelmage globally change a color.

unsigned int OpaqueImage(Image *image, const PixelPacket target, const PixelPacket fill)

OpaqueImage() changes any pixel that matches color with the color defined by fill.

By default color must match a particular pixel color exactly. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10

and the color red at intensities of 100 and 102 respectively are now interpreted as the same color.

A description of each parameter follows:

image The image.target The RGB value of the target color.fill The replacement color.

TransparentImage() make color transparent.

unsigned int TransparentImage(Image *image, const PixelPacket target, const unsigned int opacity)

TransparentImage() changes the opacity value associated with any pixel that matches color to the value defined by opacity.

By default color must match a particular pixel color exactly. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color.

A description of each parameter follows:

image The image.target The RGB value of the target color.fill The replacement opacity value.

21.15 Methods to Create a Montage

CloneMontageInfo() clone a montage info structure.

MontageInfo *CloneMontageInfo(const ImageInfo *image_info, const MontageInfo *montage_info)

CloneMontageInfo() makes a copy of the given montage info structure. If NULL is specified, a new image info structure is created initialized to default values.

A description of each parameter follows:

image_info The image info. **montage_info** The montage info.

DestroyMontageInfo() destroy montage info.

void DestroyMontageInfo(MontageInfo *montage_info)

DestroyMontageInfo() deallocates memory associated with montage_info.

A description of each parameter follows:

montage_info The montage info.

GetMontageInfo() get montage info.

void GetMontageInfo(const ImageInfo *image_info, MontageInfo *montage_info)

GetMontageInfo() initializes montage_info to default values.

A description of each parameter follows:

image_info The image info. **montage_info** The montage info.

Montagelmages() uniformly tile thumbnails across an image canvas.

Image *MontageImages(const Image *image, const MontageInfo *montage_info, ExceptionInfo *exception)

Montageimages() is a layout manager that lets you tile one or more thumbnails across an image canvas.

A description of each parameter follows:

image The image.montage_info The montage info.exception Return any errors or warnings in this structure.

21.16 Image Text Attributes Methods

DestroyImageAttributes() destroy an image attribute.

DestroyImageAttributes(Image *image)

DestroyImageAttributes() deallocates memory associated with the image attribute list.

A description of each parameter follows:

image The image.

GetImageAttribute() get an image attribute.

ImageAttribute *GetImageAttribute(const Image *image, const char *key)

GetImageAttribute() searches the list of image attributes and returns a pointer to attribute if it exists otherwise NULL.

A description of each parameter follows:

image The image. **key** These character strings are the name of an image attribute to return.

SetImageAttribute() set an image attribute.

unsigned int SetImageAttribute(Image *image, const char *key, const char *value)

SetImageAttribute searches the list of image attributes and replaces the attribute value. If it is not found in the list, the attribute name and value is added to the list. If the attribute exists in the list, the value is concatenated to the attribute. SetImageAttribute returns True if the attribute is successfully concatenated or added to the list, otherwise False. If the value is NULL, the matching key is deleted from the list.

A description of each parameter follows:

image The image.

key, value These character strings are the name and value of an image attribute to replace or add to the list.

21.17 Methods to Compute a Digital Signature for an Image

SignatureImage()

unsigned int SignatureImage(Image *image)

SignatureImage() computes a message digest from an image pixel stream with an implementation of the NIST SHA-256 Message Digest algorithm. This signature uniquely identifies the image and is convenient for determining whether two images are identical.

A description of each parameter follows:

image The image.

21.18 Methods to Interactively Animate an Image Sequence

XAnimateBackgroundImage

void XAnimateBackgroundImage(Display *display, XResourceInfo *resource_info, Image *image)

XAnimateBackgroundImage() animates an image sequence in the background of a window.

A description of each parameter follows:

display Specifies a connection to an X server returned from XOpenDisplay. **resource_info** Specifies a pointer to a X11 XResourceInfo structure. **image** Specifies a pointer to a Image structure returned from ReadImage.

XAnimateImage animate an image in an X window.

Image *XAnimateImages(Display *display, XResourceInfo *resource_info, char **argv, const int argc, Image *image)

XAnimateImages() displays an image via X11.

A description of each parameter follows:

display Specifies a connection to an X server returned from XOpenDisplay. **resource_info** Specifies a pointer to a X11 XResourceInfo structure. **argv** Specifies the application's argument list. **argc** Specifies the number of arguments. **image** Specifies a pointer to a Image structure returned from ReadImage.

21.19 Methods to Interactively Display and Edit an Image

XDisplayBackgroundImage display an image to the background of an X window.

unsigned int XDisplayBackgroundImage(Display *display, XResourceInfo *resource_info, Image *image)

XDisplayBackgroundImage() displays an image in the background of a window.

A description of each parameter follows:

display Specifies a connection to an X server returned from XOpenDisplay. **resource_info** Specifies a pointer to a X11 XResourceInfo structure. **image** Specifies a pointer to a Image structure returned from ReadImage.

XDisplayImage display an image on an X window.

XDisplayImage() displays an image via X11. A new image is created and returned if the user interactively transforms the displayed image.

A description of each parameter follows:

display Specifies a connection to an X server returned from XOpenDisplay. **resource_info** Specifies a pointer to a X11 XResourceInfo structure. **argv** Specifies the application's argument list. **argc** Specifies the number of arguments. **image** The image.

21.20 Methods to Get or Set Image Pixels

AcquirePixelCache() acquire image pixels.

PixelPacket *AcquirePixelCache(Image *image, const int x, const int y, const unsigned long columns, const unsigned long rows, ExceptionInfo *exception)

AcquirePixelCache() acquires pixels from the in-memory or disk pixel cache as defined by the geometry parameters. A pointer to the pixels is returned if the pixels are transferred, otherwise a NULL is returned.

A description of each parameter follows:

image The image.

x, **y**, **columns**, **rows** These values define the perimeter of a region of **exception** Return any errors or warnings in this structure. pixels.

GetIndexes() get indexes.

IndexPacket *GetIndexes(const Image *image)

GetIndexes() returns the colormap indexes associated with the last call to the SetPixelCache() or GetPixelCache() methods.

A description of each parameter follows:

image The image.

GetOnePixel() get one pixel from cache.

PixelPacket *GetOnePixel(const Image image, const int x, const int y)

GetOnePixelFromCache() returns a single pixel at the specified(x, y) location. The image background color is returned if an error occurs.

A description of each parameter follows:

image The image.x, y These values define the location of the pixel to return.

GetPixelCache() get pixels from cache.

PixelPacket *GetPixelCache(Image *image, const int x, const int y, const unsigned long columns, const unsigned long rows)

GetPixelCache() gets pixels from the in-memory or disk pixel cache as defined by the geometry parameters. A pointer to the pixels is returned if the pixels are transferred, otherwise a NULL is returned.

A description of each parameter follows:

image The image. **x**, **y**, **columns**, **rows** These values define the perimeter of a region of pixels.

SetPixelCache() set pixel cache.

PixelPacket *SetPixelCache(Image *image, const int x, const int y, const unsigned long columns, const unsigned long rows)

SetPixelCache() allocates an area to store image pixels as defined by the region rectangle and returns a pointer to the area. This area is subsequently transferred from the pixel cache with method SyncPixelCache. A pointer to the pixels is returned if the pixels are transferred, otherwise a NULL is returned.

A description of each parameter follows:

image The image.x, y, columns, rows These values define the perimeter of a region of pixels.

SyncPixelCache() synchronize pixel cache.

unsigned int SyncPixelCache(Image *image)

SyncPixelCache() saves the image pixels to the in-memory or disk cache. The method returns True if the pixel region is synced, otherwise False.

A description of each parameter follows:

image The image.

21.21 ImageMagick Cache Views Methods

CloseCacheView close cache view.

void CloseCacheView(ViewInfo *view)

CloseCacheView() closes the specified view returned by a previous call to Open-CacheView().

A description of each parameter follows:

view The address of a structure of type ViewInfo.

GetCacheView get cache view.

PixelPacket *GetCacheView(ViewInfo *view, const int x, const int y, const unsigned long columns, const unsigned long rows)

GetCacheView() gets pixels from the in-memory or disk pixel cache as defined by the geometry parameters. A pointer to the pixels is returned if the pixels are transferred, otherwise a NULL is returned.

A description of each parameter follows:

view The address of a structure of type ViewInfo. **x**, **y**, **columns**, **rows** These values define the perimeter of a region of pixels.

GetCacheViewIndexes get cache view indexes.

IndexPacket *GetCacheViewIndexes(const ViewInfo *view)

GetCacheViewIndexes() returns the colormap indexes associated with the specified view.

A description of each parameter follows:

view The address of a structure of type ViewInfo.

GetCacheViewPixels get cache view.

PixelPacket *GetCacheViewPixels(const ViewInfo *view)

GetCacheViewPixels() returns the pixels associated with the specified specified view.

A description of each parameter follows:

view The address of a structure of type ViewInfo.

OpenCacheView open a cache view.

ViewInfo *OpenCacheView(Image *image)

OpenCacheView() opens a view into the pixel cache.

A description of each parameter follows:

image The image.

SetCacheView set a cache view.

PixelPacket *SetCacheView(ViewInfo *view, const long x, const long y, const unsigned long columns, const unsigned long rows)

SetCacheView() gets pixels from the in-memory or disk pixel cache as defined by the geometry parameters. A pointer to the pixels is returned if the pixels are transferred, otherwise a NULL is returned.

A description of each parameter follows:

view The address of a structure of type ViewInfo. **x**, **y**, **columns**, **rows** These values define the perimeter of a region of pixels.

SyncCacheView synchronize a cache view.

unsigned int SyncCacheView(ViewInfo *view)

SyncCacheView() saves the view pixels to the in-memory or disk cache. The method returns True if the pixel region is synced, otherwise False.

A description of each parameter follows:

view The address of a structure of type ViewInfo.

21.22 Image Pixel FIFO

ReadStream() read a stream.

unsigned int ReadStream(const ImageInfo *image_info, void (*Stream)(const Image *, const void *, const size_t), ExceptionInfo *exception)

ReadStream() makes the image pixels available to a user supplied callback method immediately upon reading a scanline with the ReadImage() method.

A description of each parameter follows:

image_info The image info.stream A callback method.exception Return any errors or warnings in this structure.

WriteStream() write a stream.

unsigned int WriteStream(const ImageInfo *image_info, Image *, int(*Stream) (const Image *, const void *, const size_t))

WriteStream() makes the image pixels available to a user supplied callback method immediately upon writing pixel data with the WriteImage() method.

A description of each parameter follows:

image_info The image info. **stream** A callback method.

21.23 Methods to Read or Write Binary Large Objects

BlobTolmage() convert a blob to an image.

Image *BlobToImage(const ImageInfo *image_info, const void *blob, const size_t length, ExceptionInfo *exception)

BlobToImage() implements direct to memory image formats. It returns the blob as an image.

A description of each parameter follows:

image_info The image info.

blob The address of a character stream in one of the image formats understood by ImageMagick.

length This size_t integer reflects the length in bytes of the blob. **exception** Return any errors or warnings in this structure.

DestroyBlobInfo() destroy a blob.

void DestroyBlobInfo(BlobInfo *blob)

DestroyBlobInfo() deallocates memory associated with an BlobInfo structure. A description of each parameter follows:

blob Specifies a pointer to a BlobInfo structure.

GetBlobInfo() initialize a blob.

void GetBlobInfo(BlobInfo *blob)

GetBlobInfo() initializes the BlobInfo structure.

A description of each parameter follows:

blob Specifies a pointer to a BlobInfo structure.

ImageToBlob() convert image to a blob.

void *ImageToBlob(const ImageInfo *image_info, Image *image, size_t *length, ExceptionInfo *exception)

ImageToBlob() implements direct to memory image formats. It returns the image as a blob and its length. The magick member of the Image structure determines the format of the returned blob(GIG, JPEG, PNG, etc.).

A description of each parameter follows:

image_info Specifies a pointer to an ImageInfo structure.image The image.length This pointer to a size_t integer sets the initial length of the blob. On return, it reflects the actual length of the blob.

exception Return any errors or warnings in this structure.

21.24 ImageMagick Registry Methods

DeleteMagickRegistry delete a blob from the registry.

unsigned int DeleteMagickRegistry(const long id)

166

DeleteMagickRegistry() deletes an entry in the registry as defined by the id. It returns True if the entry is deleted otherwise False if no entry is found in the registry that matches the id.

A description of each parameter follows:

id The registry id.

GetImageFromMagickRegistry get an image from the registry by name.

Image *GetImageFromMagickRegistry(const char *name, ExceptionInfo
 *exception)

GetImageFromMagickRegistry() gets an image from the registry as defined by its name. If the blob that matches the name is not found, NULL is returned.

A description of each parameter follows:

name The image name. **exception** Return any errors or warnings in this structure.

GetMagickRegistry get a blob from the registry.

GetMagickRegistry() gets a blob from the registry as defined by the id. If the blob that matches the id is not found, NULL is returned.

A description of each parameter follows:

id The registry id.type The registry type.length The blob length in number of bytes.exception Return any errors or warnings in this structure.

SetMagickRegistry save a blob to the registry.

long SetMagickRegistry(const void *blob,const size_t length, Exception-Info *exception)

SetMagickRegistry() sets a blob into the registry and returns a unique ID. If an error occurs, -1 is returned.

A description of each parameter follows:

type The registry type.blob The address of a Binary Large OBject.length The blob length in number of bytes.exception Return any errors or warnings in this structure.

21.25 Methods to Read or List ImageMagick Image formats

DestroyMagickInfo() destroy magick info.

void DestroyMagickInfo()

DestroyMagickInfo() deallocates memory associated MagickInfo list.

GetImageMagick() return an image format that matches the magic number.

char *GetImageMagick(const unsigned char *magick, const size_t length)

Method GetImageMagick searches for an image format that matches the specified magick string. If one is found the tag is returned otherwise NULL.

A description of each parameter follows:

magick The image format we are searching for. **length** The length of the binary string.

GetMagickConfigurePath() get the path of a configuration file.

char *GetMagickConfigurePath(const char *filename)

GetMagickConfigurePath() searches a number of pre-defined locations for the specified ImageMagick configuration file and returns the path. The search order follows:

```
<current directory>/
<client path>/
$MAGICK_HOME/
$HOME/.magick/
MagickLibPath
MagickModulesPath
MagickSharePath
```

A description of each parameter follows:

filename The desired configuration file.

GetMagickInfo() get image format attributes.

MagickInfo *GetMagickInfo(const char *tag)

GetMagickInfo() returns a pointer MagickInfo structure that matches the specified tag. If tag is NULL, the head of the image format list is returned.

A description of each parameter follows:

tag The image format we are looking for. **exception** Return any errors or warnings in this structure.

GetMagickVersion() get the ImageMagick version.

char *GetMagickVersion(unsigned int *version)

GetMagickVersion() returns the ImageMagick API version as a string and as a number.

A description of each parameter follows:

version The ImageMagick version is returned as a number.

InitializeMagick() initialize the ImageMagick API.

InitializeMagick(const char *path)

InitializeMagick() initializes the ImageMagick environment.

A description of each parameter follows:

path The execution path of the current ImageMagick client.

ListMagickInfo() list the recognized image formats.

void ListMagickInfo(FILE *file)

ListMagickInfo() lists the image formats to a file. A description of each parameter follows:

file A file handle. **exception** Return any errors or warnings in this structure. RegisterMagickInfo() register a new image format.

MagickInfo *RegisterMagickInfo(MagickInfo *entry)

RegisterMagickInfo() adds attributes for a particular image format to the list of supported formats. The attributes include the image format tag, a method to read and/or write the format, whether the format supports the saving of more than one frame to the same file or blob, whether the format supports native in-memory I/O, and a brief description of the format.

A description of each parameter follows:

entry The magick info.

SetMagickInfo()

MagickInfo *SetMagickInfo(const char *tag)

Method SetMagickInfo allocates a MagickInfo structure and initializes the members to default values.

A description of each parameter follows:

tag a character string that represents the image format associated with the MagickInfo structure.

UnregisterMagickInfo()

unsigned int UnregisterMagickInfo(const char *tag)

Method UnregisterMagickInforemoves a tag from the magick info list. It returns False if the tag does not exist in the list otherwise True.

A description of each parameter follows:

tag a character string that represents the image format we are looking for.

21.26 ImageMagick Error Methods

CatchImageException()

CatchImageException(Image *image)

170

21 C API Methods

CatchImageException() returns if no exceptions are found in the image sequence, otherwise it determines the most severe exception and reports it as a warning or error depending on the severity.

A description of each parameter follows:

image An image sequence.

DestroyExceptionInfo() destroy exception info.

void DestroyExceptionInfo(ExceptionInfo *exception)

DestroyExceptionInfo() deallocates memory associated with exception. A description of each parameter follows:

exception The exception info.

GetExceptionInfo get exception info.

GetExceptionInfo(ExceptionInfo *exception)

GetExceptionInfo() initializes exception to default values. A description of each parameter follows:

exception The exception info.

GetImageException() get the severest error.

GetImageException(Image *image, ExceptionInfo *exception)

GetImageException() traverses an image sequence and returns any error more severe than noted by the exception parameter.

A description of each parameter follows:

image An image sequence. **exception** Return the highest severity exception in the sequence.

MagickError() declare an error.

void MagickError(const ExceptionType error, const char *reason, const char *description)

MagickError() calls the error handler method with an error reason.

A description of each parameter follows:

exception The error severity. **reason** Define the reason for the error. **description** Describe the error.

MagickWarning() declare a warning.

void MagickWarning(const ExceptionType warning, const char *reason, const char *description)

MagickWarning() calls the warning handler method with a warning reason.

A description of each parameter follows:

warning The warning severity.reason Define the reason for the warning.description Describe the warning.

SetErrorHandler() set the warning handler.

ErrorHandler SetErrorHandler(ErrorHandler handler)

SetErrorHandler() sets the error handler to the specified method and returns the previous error handler.

A description of each parameter follows:

handler The method to handle errors.

SetWarningHandler() set the warning handler.

ErrorHandler SetWarningHandler(ErrorHandler handler)

SetWarningHandler() sets the warning handler to the specified method and returns the previous warning handler.

A description of each parameter follows:

handler The method to handle warnings.

172

21 C API Methods

ThrowException() throw an exception.

void ThrowException(ExceptionInfo*exception, const ExceptionType severity, const char *reason, const char *description)

ThrowException() throws an exception with the specified severity code, reason, and optional description.

A description of each parameter follows:

exception The exception.severity Define the severity of the exception.reason Define the reason for the exception.description Describe the exception.

21.27 ImageMagick Memory Allocation Methods

AcquireMemory allocate memory.

void *AcquireMemory(const size_t size)

AcquireMemory() returns a pointer to a block of memory at least size bytes suitably aligned for any use.

A description of each parameter follows:

size The size of the memory in bytes to allocate.

LiberateMemory free allocated memory.

void LiberateMemory(void **memory)

LiberateMemory() frees memory that has already been allocated.

A description of each parameter follows:

span A pointer to a block memory to free for reuse.

ReacquireMemory change the size of allocated memory.

void ReacquireMemory(void **memory, const size_t size)

ReacquireMemory() changes the size of allocated memory and returns a pointer to the (possibly moved) block. The contents will be unchanged up to the lesser of the new and old sizes.

A description of each parameter follows:

memory A pointer to a memory allocation. On return the pointer may change but the contents of the original allocation will not.

size The new size of the allocated memory.

21.28 ImageMagick Progress Monitor Methods

MagickMonitor measure progress toward completion of a task.

void MagickMonitor(const char *text, const off_t quantum, const off_t span)

MagickMonitor() calls the monitor handler method with a text string that describes the task and a measure of completion.

A description of each parameter follows:

quantum The position relative to the span parameter which represents how much progress has been made toward completing a task.span The span relative to completing a task.

SetMonitorHandler define a custom progress monitor.

MonitorHandler SetMonitorHandler(MonitorHandler handler)

SetMonitorHandler() sets the monitor handler to the specified method and returns the previous monitor handler.

A description of each parameter follows:

handler The progress monitor handler method.

22 C++ API Methods

This section was converted from HTML files in the "www/Magick++" directory of the ImageMagick distribution. Some of the files contain figures which are not yet visible here. Refer to the HTML to see them.

Magick++ provides a simple C++ API to the ImageMagick image processing library which supports reading and writing a huge number of image formats as well as supporting a broad spectrum of traditional image processing operations. The ImageMagick C API is complex and the data structures are currently not documented. Magick++ provides access to most of the features available from the C API but in a simple object-oriented and well-documented framework.

Magick++ is intended to support commercial-grade application development. In order to avoid possible conflicts with the user's application, all symbols contained in Magick++ (included by the header <Magick++.h>) are scoped to the namespace Magick. Symbols from the ImageMagick C library are imported under the MagickLib namespace to avoid possible conflicts and ImageMagick macros are only included within the Magick++ implementation so they won't impact the user's application.

The core class in Magick++ is the Image class. The Image class provides methods to manipulate a single image frame (e.g. a JPEG image). Standard Template Library (STL) compatable algorithms and function objects are provided in order to manipulate multiple image frames or to read and write file formats which support multiple image frames (e.g. GIF animations, MPEG animations, and Postscript files).

The Image class supports reference-counted memory management which supports the semantics of an intrinsic variable type (e.g. 'int') with an extremely efficient operator = and copy constructor (only a pointer is assigned) while ensuring that the image data is replicated as required so that it the image may be modified without impacting earlier generations. Since the Image class manages heap memory internally, images are best allocated via C++ automatic (stack-based) memory allocation. This support allows most programs using Magick++ to be written without using any pointers, simplifying the implementation and avoiding the risks of using pointers.

The image class uses a number of supportive classes in order to specify arguments. Colors are specified via the Color class. Colors specified in X11-style string form are implicitly converted to the Color class. Geometry arguments (those specifying width, height, and/or x and y offset) are specified via the Geometry class. Similar to the Color class, geometries specified as an X11-style string are implicitly converted to the Geometry class. Two dimensional drawable objects are specified via the Drawable class. Drawable objects may be provided as a single object or as a list of objects to be rendered using the current image options. Montage options (a montage is a rendered grid of thumbnails in one image) are specified via the Montage class.

Errors are reported using C++ exceptions derived from the Exception class, which is itself derived from the standard C++ exception class. Exceptions are reported synchronous with the operation and are caught by the first matching try block as the stack is unraveled. This allows a clean coding style in which multiple related Magick++ commands may be executed with errors handled as a unit rather than line-by-line. Since the Image object provides reference-counted memory management, unreferenced images on the stack are automatically cleaned up, avoiding the potential for memory leaks.

For ease of access, the documentation for the available user-level classes is available via the following table.

Magick++ User-Level Classes

Blob Binary Large OBject container.

CoderInfo Report information about supported image formats (use with coderInfoList())

Color Color specification.

Drawable Drawable shape (for input to 'draw').

22 C++ API Methods

Exception C++ exception objects.

Geometry Geometry specification.

Image Image frame. This is the primary object in Magick++.

Montage Montage options for montageImages().

Pixels Low-level access to image pixels.

STL STL algorithms and function objects for operating on containers of image frames.

$$\label{eq:container} \begin{split} & \texttt{TypeMetricContainer for font type metrics (use with $$ Image::fontTypeMetrics).} \end{split}$$

22.1 Magick::Blob

Blob provides the means to contain any opaque data. It is named after the term "Binary Large OBject" commonly used to describe unstructured data (such as encoded images) which is stored in a database. While the function of Blob is very simple (store a pointer and and size associated with allocated data), the Blob class provides some very useful capabilities. In particular, it is fully reference counted just like the Image class.

The Blob class supports value assignment while preserving any outstanding earlier versions of the object. Since assignment is via a pointer internally, Blob is efficient enough to be stored directly in an STL container or any other data structure which requires assignment. In particular, by storing a Blob in an associative container (such as STL's 'map') it is possible to create simple indexed in-memory "database" of Blobs.

Magick++ currently uses Blob to contain encoded images (e.g. JPEG) as well as ICC and IPTC profiles. Since Blob is a general-purpose class, it may be used for other purposes as well.

The methods Blob provides are shown in the following table:

Blob Methods

Method	Return Type	Signature(s)	Description
Blob		void	Default constructor
	const void* data_, size_t length_	Construct object with data, making a copy of the supplied data	
	const Blob& blob_	Copy constructor (reference counted)	
operator=	Blob	const Blob& blob_	Assignment operator (reference counted)
update	void	const void* data_, size_t length_	Update object contents, making a copy of the supplied data. Any existing data in the object is deallocated.
data	const void*	void	Obtain pointer to data
length	size_t	void	Obtain data length
		void* data_, size_t	Update object contents, using supplied pointer directly (no copy) Any existing data in the object is deallocated. The user must ensure that the pointer supplied is not deleted or otherwise modified after it has been supplied to this
updateNoCopyvoid		<pre>length_, Blob::Allocator allocator_ = Blob::NewAllocator</pre>	method. The optional allocator_ parameter

22 C++ API Methods

allows the user to specify if the C (MallocAllocator) or C++ (NewAllocator) memory allocation system was used to allocate the memory. The default is to use the C++ memory allocator.

22.2 Magick::CoderInfo

The CoderInfo class provides the means to provide information regarding ImageMagick support for an image format (designated by a magick string). It may be used to provide support for a specific named format (provided as an argument to the constructor), or as an element of a container when format support is queried using the coderInfoList() templated function.

The following code fragment illustrates how CoderInfo may be used.

```
CoderInfo info("GIF");
cout << info->name() << ": (" << info->description() << ") : ";
cout << "Readable = ";</pre>
if ( info->isReadable() )
 cout << "true";
else
 cout << "false";
cout << ", ";
cout << "Writable = ";</pre>
if ( info->isWritable() )
 cout << "true";
else
 cout << "false";
cout << ", ";
cout << "Multiframe = ";</pre>
if ( info->isMultiframe() )
 cout << "true";
else
 cout << "false";
cout << endl;</pre>
```

The methods available in the CoderInfo class are shown in the following table:

CoderInfo Methods

Method	Returns	Signature	Description
CoderInfo		void	Construct object corresponding to named format (e.g. "GIF"). An exception is thrown if the format is not supported.
name	std::string	void	Format name (e.g. "GIF").
description	std::string	void	Format description (e.g. "CompuServe graphics interchange format").
isReadable	bool	void	Format is readable.
isWritable	bool	void	Format is writeable.
isMultiFrame	bool	void	Format supports multiple frames.

22.3 Magick::Color

Color is the base color class in Magick++. It is a simple container class for the pixel red, green, blue, and alpha values scaled to fit ImageMagick's Quantum size. Normally users will instantiate a class derived from Color which supports the color model that fits the needs of the application. The Color class may be constructed directly from an X11-style color string.

Available derived color specification classes are shown in the following table:

Color Derived Classes

ColorRGB Representation of RGB color with red, green, and blue specified as ratios (0 to 1) $\,$

ColorGrayRepresentation of grayscale RGB color (equal parts red, green, and blue) specified as a ratio (0 to 1)

ColorMonoRepresentation of a black/white color (true/false)

ColorYUV Representation of a color in the YUV colorspace

ImageMagick may be compiled to support 32 or 64 bit pixels of type PixelPacket. This is controlled by the value of the QuantumDepth define. The default is 64 bit pixels, which provide the best accuracy. If memory consumption must be minimized, or processing time must be minimized, then ImageMagick may be compiled with QuantumDepth=8. The following table shows the relationship between QuantumDepth, the type of Quantum, and the overall PixelPacket size.

Effect Of QuantumDepth Values

QuantumDepth Quantum Typedef PixelPacket Size

8	unsigned	char	32	bits	
16	unsigned	short	64	bits	

Color Class

The Color base class is not intended to be used directly. Normally a user will construct a derived class or inherit from this class. Color arguments are must be scaled to fit the Quantum size. The Color class contains a pointer to a PixelPacket, which may be allocated by the Color class, or may refer to an existing pixel in an image.

An alternate way to contruct the class is via an X11-compatable color specification string.

class Color
{
 public:
 Color (Quantum red_,
 Quantum green_,
 Quantum blue_);
 Color (Quantum red_,
 Quantum green_,
 Quantum blue_,
 Quantum blue_,;
 Quantum alpha_);
 Color (const std::string &xllcolor_);
 Color (const char * xllcolor_);
 Color (void);
 virtual ~Color (void);

```
Color ( const Color & color_ );
    // Red color (range 0 to MaxRGB)
                  redQuantum ( Quantum red_ );
    void
                   redQuantum ( void ) const;
    Quantum
    // Green color (range 0 to MaxRGB)
               greenQuantum ( Quantum green_ );
    void
   Quantum
                   greenQuantum ( void ) const;
    // Blue color (range 0 to MaxRGB)
    void
                   blueQuantum ( Quantum blue_ );
   Quantum
                   blueQuantum ( void ) const;
    // Alpha level (range OpaqueOpacity=0 to TransparentOpacity=MaxRGB)
                  alphaQuantum ( Quantum alpha_ );
    void
                   alphaQuantum ( void ) const;
   Ouantum
    // Scaled (to 1.0) version of alpha for use in sub-classes
    // (range opaque=0 to transparent=1.0)
                   alpha ( double alpha_ );
    void
                   alpha ( void ) const;
   double
   // Does object contain valid color?
void isValid ( bool valid_ );
bool isValid ( void ) const;
    // Set color via X11 color specification string
    const Color& operator= ( const std::string &xllcolor_ );
    const Color& operator= ( const char * x11color_ );
    // Assignment operator
   Color& operator= ( const Color& color_ );
    // Return X11 color specification string
    /* virtual */ operator std::string() const;
    // Return ImageMagick PixelPacket
    operator PixelPacket() const;
    // Construct color via ImageMagick PixelPacket
    Color ( const PixelPacket &color_ );
    // Set color via ImageMagick PixelPacket
    const Color& operator= ( PixelPacket &color_ );
ColorRGB
```

Representation of an RGB color. All color arguments have a valid range of 0.0 - 1.0.

class ColorRGB : public Color

```
public:
  ColorRGB ( double red_, double green_, double blue_ );
```

};

{

```
ColorRGB ( void );
ColorRGB ( const Color & color_ );
/* virtual */ ~ColorRGB ( void );
void
              red ( double red_ );
              red ( void ) const;
double
void
              green ( double green_ );
double
              green ( void ) const;
void
              blue ( double blue_ );
              blue ( void ) const;
double
```

```
// Assignment operator from base class
    ColorRGB& operator= ( const Color& color_ );
};
ColorGray
Representation of a grayscale color (in RGB colorspace). Grayscale is simply
RGB with equal parts of red, green, and blue. All double arguments have a
valid range of 0.0 - 1.0.
class ColorGray : public Color
{
  public:
    ColorGray ( double shade_ );
    ColorGray ( void );
    ColorGray ( const Color & color_ );
/* virtual */ ~ColorGray ();
    void
                     shade ( double shade_ );
    double
                     shade ( void ) const;
    // Assignment operator from base class
    ColorGray& operator= ( const Color& color_ );
};
ColorMono
Representation of a black/white pixel (in RGB colorspace). Color arguments are constrained to 'false' (black pixel) and 'true' (white pixel).
class ColorMono : public Color
{
  public:
    ColorMono ( bool mono_ );
    ColorMono ( void );
    ColorMono ( const Color & color_ );
/* virtual */ ~ColorMono ();
    void
                     mono ( bool mono_ );
    bool
                     mono ( void ) const;
     // Assignment operator from base class
    ColorMono& operator= ( const Color& color_ );
};
ColorHSL
```

Representation of a color in Hue/Saturation/Luminosity (HSL) colorspace. class ColorHSL : public Color { public: ColorHSL (double hue_, double saturation_, double luminosity_); ColorHSL (void); ColorHSL (const Color & color_); /* virtual */ ~ColorHSL (); void hue (double hue_); hue (void) const; double saturation (double saturation_); void double saturation (void) const; void luminosity (double luminosity_); luminosity (void) const; double

```
// Assignment operator from base class
    ColorHSL& operator= ( const Color& color_ );
};
ColorYUV
Representation of a color in YUV colorspace (used to encode color for
television transmission).
 Argument ranges:
        Y: 0.0 through 1.0
         U: -0.5 through 0.5
         V: -0.5 through 0.5
class ColorYUV : public Color
{
  public:
    ColorYUV ( double y_, double u_, double v_ );
    ColorYUV ( void );
ColorYUV ( void );
ColorYUV ( const Color & color_ );
/* virtual */ ~ColorYUV ( void );
                     u ( double u_ );
u ( void ) const;
    void
    double
                     v ( double v_ );
    void
    double
                     v ( void ) const;
                     y ( double y_ );
y ( void ) const;
    void
    double
     // Assignment operator from base class
    ColorYUV& operator= ( const Color& color_ );
};
```

Magick::Drawable 22.4

Drawable provides a convenient interface for preparing vector, image, or text arguments for the Image::draw() method. Each instance of a Drawable sub-class represents a single drawable object. Drawable objects may be drawn "one-by-one" via multiple invocations of the Image draw() method, or may be drawn "all-at-once" by passing a list of Drawable objects to the Image draw() method. The one-by-one approach is convenient for simple drawings, while the list-based approach is appropriate for drawings which require more sophistication.

The following is an example of using the Drawable subclasses with the

```
one-by-one approach to draw the following figure:
[Drawable_example_1.png]
#include <string>
#include <iostream>
#include <Magick++.h>
using namespace std;
using namespace Magick;
int main(int /*argc*/,char **/*argv*/)
{
  try {
    // Create base image (white image of 300 by 200 pixels)
    Image image( Geometry(300,200), Color("white") );
    // Set draw options
    image.strokeColor("red"); // Outline color
    image.fillColor("green"); // Fill color
    image.strokeWidth(5);
    // Draw a circle
    image.draw( DrawableCircle(100,100, 50,100) );
    // Draw a rectangle
    image.draw( DrawableRectangle(200,200, 270,170) );
    // Display the result
    image.display( );
  }
  catch( exception & error_ )
   {
     cout << "Caught exception: " << error_.what() << endl;</pre>
     return 1;
   }
 return 0;
}
Since Drawable is an object it may be saved in an array or a list for later
(perhaps repeated) use. The following example shows how to draw the same
figure using the list-based approach
#include <string>
#include <iostream>
#include <list>
#include <Magick++.h>
using namespace std;
using namespace Magick;
```

```
int main(int /*argc*/,char **/*argv*/)
{
 try {
```

```
// Create base image (white image of 300 by 200 pixels)
  Image image( Geometry(300,200), Color("white") );
  // Construct drawing list
  std::list<Magick::Drawable> drawList;
  // Add some drawing options to drawing list
  drawList.push_back(DrawableStrokeColor("red")); // Outline color
  drawList.push_back(DrawableStrokeWidth(5)); // Stroke width
  drawList.push_back(DrawableFillColor("green")); // Fill color
  // Add a Circle to drawing list
  drawList.push_back(DrawableCircle(100,100, 50,100));
  // Add a Rectangle to drawing list
  drawList.push_back(DrawableRectangle(200,100, 270,170));
  // Draw everything using completed drawing list
  image.draw(drawList);
  // Display the result
image.display( );
}
catch( exception & error_ )
  {
    cout << "Caught exception: " << error_.what() << endl;</pre>
   return 1;
  }
return 0;
```

Drawable depends on the simple Coordinate structure which represents a pair of x,y coodinates. The methods provided by the Coordinate structure are shown in the following table:

Coordinate Structure Methods

Method/Member	Signature	Description		
Coordinate	void	Default Constructor		
	double x_, double y_	Constructor, setting first & second		
x	double x_	x coordinate member		
У	double y_	y coordinate member		

The Drawable classes are shown in the following table:

Drawable Classes

Sub-Class	Constructor Signature	Description
DrawableAffine	<pre>double sx_, double sy_, double rx_, double ry_, double tx_, double ty_</pre>	5.
DrawableAngle	double angle_	Set drawing angle
DrawableArc	<pre>double startX_, double startY_, double endX_, double endY , double startDegrees,</pre>	Draw an arc using the stroke color and based on the circle starting at coordinates startX_,startY_, and ending
	double endDegrees_	with coordinates endX_,endY_, and bounded by the rotational arc startDegrees_,endDegrees_

}

DrawableBezier	const std::list <magick::coordinate> &coordinates_</magick::coordinate>	Draw a Bezier curve using the stroke color and based on the coordinates specified by the coordinates_ list.
DrawableCircle	<pre>double originX_, double originY_, double perimX_, double perimY_</pre>	Draw a circle using the stroke color and thickness using specified origin and perimeter coordinates. If a fill color is specified, then the object is filled.
DrawableColor	double x_, double y_, PaintMethod paintMethod_	Color image according to paintMethod. The point method recolors the target pixel. The replace method recolors any pixel that matches the color of the target pixel. Floodfill recolors any pixel that matches the color of the target pixel and is a neighbor, whereas filltoborder recolors any neighbor pixel that is not the border color. Finally, reset recolors all pixels.
DrawableCompositeImage	double x_, double y_, const std::string &filename_	Composite current image with contents of specified image, at specified coordinates. If the matte attribute is set to true, then the image composition will consider an alpha channel, or transparency, present in the image file so that non-opaque portions allow part (or all) of the composite image to show through.
	double x_, double y_, const Image ℑ_	
	<pre>double x_, double y_, double width_, double height_, const std::string &filename_</pre>	Composite current image with contents of specified image, rendered with specified width and height, at specified coordinates. If the matte attribute is set to true, then the image composition will consider an alpha channel, or transparency, present in the image file so that non-opaque portions allow part (or all) of the composite image to show through. If the specified width or height is zero, then the image is composited at its natural size, without enlargement or reduction.

double x_, double y_, double width_, double height_, const Image &image_

ImageMagick

	<pre>double x_, double y_, double width_, double height_, const std::string &filename_, CompositeOperator composition_</pre>	Composite current image with contents of specified image, rendered with specified width and height, using specified composition algorithm, at specified coordinates. If the matte attribute is set to true, then the image composition will consider an alpha channel, or transparency, present in the image file so that non-opaque portions allow part (or all) of the composite image to show through. If the specified width or height is zero, then the image is composited at its natural size, without enlargement or reduction.
	<pre>double x_, double y_, double width_, double height_, const Image ℑ_, CompositeOperator composition_</pre>	
DrawableTextDecoration	DecorationType decoration_	Specify decoration to apply to text.
DrawableDashArray	const unsigned int* dasharray_	Specify the pattern of dashes and gaps used to stroke paths. The strokeDashArray represents a zero-terminated array of numbers that specify the lengths of alternating dashes and gaps in pixels. If an odd number of values is provided, then the list of values is repeated to yield an even number of values. A typical strokeDashArray_ array might contain the members 5 3 2 0, where the zero value indicates the end of the pattern array.
DrawableDashOffset	unsigned int offset_	Specify the distance into the dash pattern to start the dash. See documentation on SVG's stroke-dashoffset property for usage details.
DrawableEllipse	<pre>double originX_, double originY_, double radiusX_, double radiusY_, double arcStart_, double arcEnd_</pre>	Draw an ellipse using the stroke color and thickness, specified origin, x & y radius, as well as specified start and end of arc in degrees. If a fill color is specified, then the object is filled.
DrawableFillColor	const Color &color_	Specify drawing object fill color. Specify the algorithm which
		is to be used to determine what parts of the canvas are

22 C++ API Methods

DrawableFillRule	FillRule fillRule_	included inside the shape. See documentation on SVG's fill-rule property for usage details.
DrawableFillOpacity	double opacity_	Specify opacity to use when drawing using fill color.
DrawableFont	const std::string &font_	Specify font name to use when drawing text.
	const std::string &family_, StyleType style_, unsigned long weight_, StretchType stretch_	Specify font family, style, weight (one of the set { 100 200 300 400 500 600 700 800 900 } with 400 being the normal size), and stretch to be used to select the font used when drawing text. Wildcard matches may be applied to style via the AnyStyle enumeration, applied to weight if weight is zero, and applied to stretch via the AnyStretch enumeration.
DrawableGravity	GravityType gravity_	Specify text positioning gravity.
DrawableLine	<pre>double startX_, double startY_, double endX_, double endY_</pre>	Draw a line using stroke color and thickness using starting and ending coordinates
DrawableMatte	double x_, double y_, PaintMethod paintMethod_	Change the pixel matte value to transparent. The point method changes the matte value of the target pixel. The replace method changes the matte value of any pixel that matches the color of the target pixel. Floodfill changes the matte value of any pixel that matches the color of the target pixel and is a neighbor, whereas filltoborder changes the matte value of any neighbor pixel that is not the border color, Finally reset changes the matte value of all pixels.
DrawableMiterLimit	unsigned int miterLimit_	Specify miter limit. When two line segments meet at a sharp angle and miter joins have been specified for 'lineJoin', it is possible for the miter to extend far beyond the thickness of the line stroking the path. The miterLimit' imposes a limit on the ratio of the miter length to the 'lineWidth'. The default value of this

189

ImageMagick

parameter is 4.

DrawablePath	const std::list <magick::vpath: &path_</magick::vpath: 	 Draw on image using vector path.
DrawablePoint	double x_{-} , double y_{-}	Draw a point using stroke color and thickness at coordinate
DrawablePointSize	double pointSize_	Set font point size.
DrawablePolygon	const std::list <magick::coordinate> &coordinates_</magick::coordinate>	Draw an arbitrary polygon using stroke color and thickness consisting of three or more coordinates contained in an STL list. If a fill color is specified, then the object is filled.
DrawablePolyline	const std::list <magick::coordinate> &coordinates_</magick::coordinate>	Draw an arbitrary polyline using stroke color and thickness consisting of three or more coordinates contained in an STL list. If a fill color is specified, then the object is filled.
DrawablePopGraphicContex	t void	Pop Graphic Context. Removing the current graphic context from the graphic context stack restores the options to the values they had prior to the preceding DrawablePushGraphicContext operation.
DrawablePushGraphicConte	xtvoid	Push Graphic Context. When a graphic context is pushed, options set after the context is pushed (such as coordinate transformations, color settings, etc.) are saved to a new graphic context. This allows related options to be saved on a graphic context "stack" in order to support heirarchical nesting of options. When DrawablePopGraphicContext is used to pop the current graphic context, the options in effect during the last DrawablePushGraphicContext operation are restored.
DrawablePushPattern	<pre>std::string &id_, long x_, long y_, long width_, long height_</pre>	Start a pattern definition with arbitrary pattern name specified by id_, pattern offset specified by x_ and y_, and pattern size specified by width_ and height The pattern is defined within the coordinate system defined by the specified offset and size. Arbitrary drawing objects (including DrawableCompositeImage) may

		be specified between DrawablePushPattern and DrawablePopPattern in order to draw the pattern. Normally the pair DrawablePushGraphicContext & DrawablePopGraphicContext are used to enclose a pattern definition. Pattern definitions are terminated by a DrawablePopPattern object.
DrawablePopPattern	void	Terminate a pattern definition started via DrawablePushPattern.
DrawableRectangle	double upperLeftX_, double upperLeftY_, double lowerRightX_, double lowerRightY	Draw a rectangle using stroke color and thickness from upper-left coordinates to lower-right coordinates. If a fill color is specified, then the object is filled.
DrawableRotation	double angle_	Set rotation to use when drawing (coordinate transformation).
DrawableRoundRectangle	<pre>double centerX_, double centerY_, double width_, double hight_, double cornerWidth_, double cornerHeight_</pre>	Draw a rounded rectangle using stroke color and thickness, with specified center coordinate, specified width and height, and specified corner width and height. If a fill color is specified, then the object is filled.
DrawableScaling	double x_, double y_{-}	Apply scaling in x and y direction while drawing objects (coordinate transformation).
DrawableSkewX	double angle_	Apply Skew in X direction (coordinate transformation)
DrawableSkewY	double angle_	Apply Skew in Y direction
DrawableStrokeAntialias	bool flag_	Antialias while drawing lines or object outlines.
DrawableStrokeColor	const Color &color_	Set color to use when drawing lines or object outlines.
DrawableStrokeLineCap	LineCap linecap_	Specify the shape to be used at the end of open subpaths when they are stroked. Values of LineCap are UndefinedCap, ButtCap, RoundCap, and SquareCap.
DrawableStrokeLineJoin	LineJoin linejoin_	Specify the shape to be used at the corners of paths (or other vector shapes) when they are stroked. Values of LineJoin are UndefinedJoin, MiterJoin, RoundJoin, and

ImageMagick

		BevelJoin.
DrawableStrokeOpacity	double opacity_	Opacity to use when drawing lines or object outlines.
DrawableStrokeWidth	double width_	Set width to use when drawing lines or object outlines.
DrawableText	double x_, double y_, std::string text_	Annotate image with text using stroke color, font, font pointsize, and box color (text background color), at specified coordinates. If text contains special format characters the image filename, type, width, height, or other image attributes may be incorporated in the text (see label()).
DrawableTranslation	double x_, double y_	Apply coordinate translation (set new coordinate origin).
DrawableTextAntialias	bool flag_	Antialias while drawing text.
DrawableViewbox	unsigned long x1_, unsigned long y1_, unsigned long x2_, unsigned long y2_	Dimensions of the output viewbox. If the image is to be written to a vector format (e.g. MVG or SVG), then a DrawablePushGraphicContext() object should be pushed to the head of the list, followed by a DrawableViewbox() statement to establish the output canvas size. A matching DrawablePopGraphicContext() object should be pushed to the tail of the list.

Vector Path Classes

The vector paths supported by Magick++ are based on those supported by the SVG XML specification. Vector paths are not directly drawable, they must first be supplied as a constructor argument to the DrawablePath class in order to create a drawable object. The DrawablePath class effectively creates a drawable compound component which may be replayed as desired. If the drawable compound component consists only of vector path objects using relative coordinates then the object may be positioned on the image by preceding it with a DrawablePath which sets the current drawing coordinate. Alternatively coordinate transforms may be used to translate the origin in order to position the object, rotate it, skew it, or scale it.

The "moveto" commands

The "moveto" commands establish a new current point. The effect is as if the "pen" were lifted and moved to a new location. A path data segment must begin with either one of the "moveto" commands or one of the "arc" commands. Subsequent "moveto" commands (i.e., when the "moveto" is not the first command) represent the start of a new subpath:

Moveto Classes

Sub-Class	Constructor Signatur	e	Description
PathMovetoAbs	e const Magick::Coordi &coordinate_	nate	Start a new sub-path at the given coordinate. PathMovetoAbs indicates that absolute coordinates will follow; PathMovetoRel indicates that relative coordinates will follow. If a relative moveto appears as the first element of the path, then it is treated as a pair of absolute coordinates. If a moveto is followed by multiple pairs of coordinates, the subsequent pairs are treated as implicit lineto commands.
	const std::list <magi &coordinates_</magi 	.ck::Coordinate>	
PathMovetoRel	const Magick::Coordi &coordinate_	nate	
	const std::list <magi &coordinates_</magi 	.ck::Coordinate>	
The "closepath	" command		
	" command causes an a int to the initial po		t line to be drawn from nt subpath:
	Close	epath Classes	
Sub-Class	Constructor Signature	Description	
PathClosePath void Close the current subpath by drawing a straight line from the current point to current subpath's most recent starting point (usually, the most recent moveto point).			
The "lineto" c	ommands		
The various "l a new point:	ineto" commands draw	straight lines f	rom the current point to
Lineto Classes			

Sub-Class

Constructor Signature Description

Draw a line from the current point to the given coordinate which becomes the new current point. PathLinetoAbs indicates that absolute

PathLinetoAbs	const Magick::Coordinate& coordinate_	coordinates are used; PathLinetoRel indicates that relative coordinates are used. A number of coordinates pairs may be specified in a list to draw a polyline. At the end of the command, the new current point is set to the final set of coordinates provided.
	const std::list <magick::coordinate> &coordinates_</magick::coordinate>	
PathLinetoRel	const Magick::Coordinate& coordinate_	
	const std::list <magick::coordinate> &coordinates_</magick::coordinate>	
PathLinetoHorizontalAb	osdouble x_	Draws a horizontal line from the current point (cpx, cpy) to (x, cpy). PathLinetoHorizontalAbs indicates that absolute coordinates are supplied; PathLinetoHorizontalRel indicates that relative coordinates are supplied. At the end of the command, the new current point becomes (x, cpy) for the final value of x.
	PathLinetoHorizontalRel	double x_
PathLinetoVerticalAbs		Draws a vertical line from the current point (cpx, cpy) to (cpx, y). PathLinetoVerticalAbs indicates that absolute coordinates are supplied; PathLinetoVerticalRel indicates that relative coordinates are supplied. At the end of the command, the new current point becomes (cpx, y) for the final value of y.
	PathLinetoVerticalRel	double y_

The curve commands

These three groups of commands draw curves:

- * Cubic Bezier commands. A cubic Bezier segment is defined by a start point, an end point, and two control points.
 * Quadratic Bezier commands. A quadratic Bezier segment is defined by a

start point, an end point, and one control point.
* Elliptical arc commands. An elliptical arc segment draws a segment of
an ellipse.

The cubic Bezier curve commands

The cubic Bezier commands depend on the $\ensuremath{\mathsf{PathCurvetoArgs}}$ argument class, which has the constructor signature

 $\label{eq:pathCurvetoArgs(double x1_, double y1_, double x2_, double y2_, double x_, double y_);}$

The commands are as follows:

Cubic Bezier Curve Classes

Sub-Class	Constructor Signature	Description
		Draws a cubic Bezier curve from the current point to (x,y) using (x1,y1) as the control point at the beginning of the curve and (x2,y2) as the control point at the end of the curve. PathCurvetoAbs indicates that absolutecoordinates
PathCurvetoAbs	const Magick::PathCurvetoArgs &args_	<pre>will follow; PathCurvetoRel indicates that relative coordinates will follow. Multiple sets of coordinates may be specified to draw a polyBezier. At the end of the command, the new current point becomes the final (x,y) coordinate pair used in the polyBezier.</pre>
	const std::list <magick::pathcurvetoargs> &args_</magick::pathcurvetoargs>	
PathCurvetoRel	const Magick::PathCurvetoArgs &args_	
	const std::list <magick::pathcurvetoargs> &args_</magick::pathcurvetoargs>	
		Draws a cubic Bezier curve from the current point to (x,y). The first control point is assumed to be the reflection of the second control point on the previous command relative to the current point. (If there is no previous

there is no previous

ImageMagick

command or if the previous command was not an PathCurvetoAbs, PathCurvetoRel, PathSmoothCurvetoAbs or PathSmoothCurvetoRel, assume the first control point is coincident with the current point.) (x2,y2) is the second control point (i.e., the control point at the end of the curve). PathSmoothCurvetoAbs indicates that absolute coordinates will follow;

PathSmoothCurvetoRel indicates that relative coordinates will follow. Multiple sets of coordinates may be specified to draw a polyBezier. At the end of the command, the new current point becomes the final (x,y) coordinate pair used in the polyBezier.

PathSmoothCurvetoAbsconst Magick::Coordinate & coordinates_

const std::list<Magick::Coordinate>
&coordinates_

PathSmoothCurvetoRelconst Magick::Coordinate & coordinates_

const std::list<Magick::Coordinate>
&coordinates_

The quadratic Bezier curve commands

The quadratic Bezier commands depend on the PathQuadraticCurvetoArgs argument class, which has the constructor signature:

 $\label{eq:pathQuadraticCurvetoArgs(double x1_, double y1_, \\ double x_, double y_);$

The quadratic Bezier commands are as follows:

Quadratic Bezier Curve Classes

Sub-Class

Constructor Signature

Description

Draws a quadratic Bezier curve from the current point to (x,y) using (x1,y1) as the control point. PathQuadraticCurvetoAbs indicates that absolute coordinates will follow;

PathQuadrat:	icCurvetoAbs	const Magick::PathQuadraticCurvetoArgs &args_ const	PathQuadraticCurvetoRel indicates that relative coordinates will follow. Multiple sets of coordinates may be specified to draw a polyBezier. At the end of the command, the new current point becomes the final (x,y) coordinate pair used in the polyBezier.
		<pre>std::list<magick::pathquadraticcurvetoargs> &args_</magick::pathquadraticcurvetoargs></pre>	
PathQuadrat	icCurvetoRel	const Magick::PathQuadraticCurvetoArgs &args_	
		const std::list <magick::pathquadraticcurvetoargs> &args_</magick::pathquadraticcurvetoargs>	
PathSmoothQu	uadraticCurvetoAb	sconst Magick::Coordinate &coordinate_	Draws a quadratic Bezier curve from the current point to (x,y). The control point is assumed to be the reflection of the control point on the previous command relative to the current point. (If there is no previous command or if the previous command was not a PathQuadraticCurvetoAbs, PathQuadraticCurvetoAbs, PathQuadraticCurvetoAbs or PathSmoothQuadraticCurvetoAbs indicates that absolute coordinates will follow; PathSmoothQuadraticCurvetoAbs indicates that relative coordinates will follow. At the end of the command, the new current point becomes the final (x,y) coordinate pair used in the polyBezier.
		sense std list Manials Casudinates	

const std::list<Magick::Coordinate>
&coordinates_

PathSmoothQuadraticCurvetoRelconst Magick::Coordinate &coordinate_

const std::list<Magick::Coordinate>
&coordinates_

The elliptical arc curve commands

The elliptical arc curve commands depend on the PathArcArgs argument class, which has the constructor signature:

The elliptical arc commands are as follows:

Elliptical Arc Curve Classes

<pre>Draws an elliptical arc from the current point to (x, y). The size and orientation of the ellipse are defined by two radii (radiusX, radiusY) and an xAxisRotation, which indicates how the ellipse as a whole is rotated relative to the current coordinate system. The center (cx, cy) of the ellipse is calculated automatically &coordinates_ to satisfy the constraints imposed by the other parameters. largeArcFlag and sweepFlag contribute to the automatic calculations and help determine how the arc is drawn. If largeArcFlag is true then draw the larger of the available arcs. If sweepFlag is true, then draw the arc matching a clock-wise rotation.</pre>	Sub-Class	Constructor Signature	Description
	PathArcAbs		from the current point to (x, y). The size and orientation of the ellipse are defined by two radii (radiusX, radiusY) and an xAxisRotation, which indicates how the ellipse as a whole is rotated relative to the current coordinate system. The center (cx, cy) of the ellipse is calculated automatically to satisfy the constraints imposed by the other parameters. largeArcFlag and sweepFlag contribute to the automatic calculations and help determine how the arc is drawn. If largeArcFlag is true then draw the larger of the available arcs. If sweepFlag is true, then draw the arc matching a clock-wise

const std::list<Magick::PathArcArgs>
&coordinates_

PathArcRel const Magick::PathArcArgs & coordinates_

const std::list<Magick::PathArcArgs>
&coordinates_

22.5 Magick::Exception Classes

Exception represents the base class of objects thrown when ImageMagick reports an error. Magick++ throws C++ exceptions synchronous with the operation when an error is detected. This allows errors to be trapped within the enclosing code (perhaps the code to process a single image) while allowing the code to be written simply.

A try/catch block should be placed around any sequence of operations which can be considered a unit of work. For example, if your program processes lists of images and some of these images may be defective, by placing the try/catch block around the entire sequence of code that processes one image (including instantiating the image object), you can minimize the overhead of error checking while ensuring that all objects created to deal with that object are safely destroyed (C++ exceptions unroll the stack until the enclosing try block, destroying any created objects).

The pseudocode for the main loop of your program may look like:

```
for each image in list
  try {
   create image object
   read image
   process image
   save result
  catch( ErrorFileOpen & error )
   process Magick++ file open error
  catch( Exception & error )
  {
   process any Magick++ error
  catch( exception & error )
   process any other exceptions derived from standard C++ exception
  catch( ... )
  ł
   process *any* exception (last-ditch effort)
  }
```

This catches errors opening a file first, followed by any Magick++ exception if the exception was not caught previously.

The Exception class is derived from the C++ standard exception class. This means that it contains a C++ string containing additional information about the error (e.g to display to the user). Obtain access to this string via the what() method. For example:

```
catch( Exception &error_ )
{
    cout << "Caught exception: " << error_.what() << endl;
}</pre>
```

The classes Warning and Error derive from the Exception class. Exceptions derived from Warning are thrown to represent non-fatal errors which may effect the completeness or quality of the result (e.g. one image provided as an argument to montage is defective). In most cases, a Warning exception may be ignored by catching it immediately, processing it (e.g. printing a diagnostic) and continuing on. Exceptions derived from Error are thrown to represent fatal errors that can not produce a valid result (e.g. attempting to read a file which does not exist).

The specific derived exception classes are shown in the following tables:

Warning Sub-Classes

Warning	Warning Description		
WarningUndefined	Unspecified warning type.		
WarningResourceLimit	A program resource is exhausted (e.g. not enough memory).		
WarningXServer	An X resource is unavailable.		
WarningOption	An option was malformed or out of range.		
WarningDelegate	An ImageMagick delegate returned an error.		
WarningMissingDelega	te The image type can not be read or written because the appropriate Delegate is missing.		
WarningCorruptImage	The image file is corrupt (or otherwise can't be read).		
WarningFileOpen	The image file could not be opened (permission problem, wrong file type, or does not exist).		
WarningBlob	A binary large object could not be allocated.		
WarningCache	Pixels could not be saved to the pixel cache.		
	Error Sub-Classes		
Error	Error Sub-Classes Error Description		
Error ErrorUndefined			
	Error Description		
ErrorUndefined	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough		
ErrorUndefined ErrorResourceLimit	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough memory).		
ErrorUndefined ErrorResourceLimit ErrorXServer	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough memory). An X resource is unavailable.		
ErrorUndefined ErrorResourceLimit ErrorXServer ErrorOption ErrorDelegate	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough memory). An X resource is unavailable. An option was malformed or out of range.		
ErrorUndefined ErrorResourceLimit ErrorXServer ErrorOption ErrorDelegate	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough memory). An X resource is unavailable. An option was malformed or out of range. An ImageMagick delegate returned an error. The image type can not be read or written because the		
ErrorUndefined ErrorResourceLimit ErrorXServer ErrorOption ErrorDelegate ErrorMissingDelegate	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough memory). An X resource is unavailable. An option was malformed or out of range. An ImageMagick delegate returned an error. The image type can not be read or written because the appropriate Delegate is missing. The image file is corrupt (or otherwise can't be		
ErrorUndefined ErrorResourceLimit ErrorXServer ErrorOption ErrorDelegate ErrorMissingDelegate ErrorCorruptImage	Error Description Unspecified error type. A program resource is exhausted (e.g. not enough memory). An X resource is unavailable. An option was malformed or out of range. An ImageMagick delegate returned an error. The image type can not be read or written because the appropriate Delegate is missing. The image file is corrupt (or otherwise can't be read).		

22.6 Magick::Geometry

Geometry provides a convenient means to specify a geometry argument. The object may be initialized from a C string or C++ string containing a geometry specification. It may also be initialized by more efficient parameterized constructors.

X11 Geometry Specifications

X11 geometry specifications are in the form "<width>x<height>{+-}<xoffset>{+-}<yoffset>" (where width, height, xoffset, and yoffset are numbers) for specifying the size and placement location for an object.

The width and height parts of the geometry specification are measured in pixels. The xoffset and yoffset parts are also measured in pixels and are used to specify the distance of the placement coordinate from the left and top edges of the image, respectively.

- +xoffset The left edge of the object is to be placed xoffset pixels in from the left edge of the image.
- -xoffset The left edge of the object is to be placed outside the image, xoffset pixels from the left edge of the image.
- The Y offset has similar meanings:
- +yoffset The top edge of the object is to be yoffset pixels below the top edge of the image.

-yoffset The top edge of the object is to be outside the image, yoffset pixels above the top edge of the image.

Offsets must be given as pairs; in other words, in order to specify either xoffset or yoffset both must be present.

ImageMagick Extensions To X11 Geometry Specifications

ImageMagick has added a number of qualifiers to the standard geometry string for use when resizing images. The form of an extended geometry string is "<width>x<height>{+-}<xoffset>{+-}<yoffset>{%}!!}<>}". Extended geometry strings should only be used when resizing an image. Using an extended geometry string for other applications may cause the API call to fail. The available qualifiers are shown in the following table:

ImageMagick Geometry Qualifiers

Qualifier Description

- % Interpret width and height as a percentage of the current size.
- ! Resize to width and height exactly, loosing original aspect ratio.
- < Resize only if the image is smaller than the geometry specification.
- > Resize only if the image is greater than the geometry specification.

Postscript Page Size Extension To Geometry Specifications

Any geometry string specification supplied to the Geometry contructor is considered to be a Postscript page size nickname if the first character is not numeric. The Geometry constructor converts these page size specifications into the equivalent numeric geometry string specification (preserving any offset component) prior to conversion to the internal object format. Postscript page size specifications are short-hand for the pixel geometry required to fill a page of that size. Since the 11x17 inch page size used in the US starts with a digit, it is not supported as a Postscript page size nickname. Instead, substitute the geometry specification "792x1224>" when 11x17 output is desired.

An example of a Postscript page size specification is "letter+43+43>".

Postscript Page Size Nicknames

Postscript Page Size Nickname Equivalent Extended Geometry Specification

Ledger	1224x792>
Legal	612x1008>
Letter	612x792>
LetterSmall	612x792>
ArchE	2592x3456>
ArchD	1728x2592>
ArchC	1296x1728>
ArchB	864x1296>
ArchA	648x864>
AO	2380x3368>
Al	1684x2380>
A2	1190x1684>
Α3	842x1190>
Α4	595x842>
A4Small	595x842>
А5	421x595>
A6	297x421>
A7	210x297>
A8	148x210>
А9	105x148>
A10	74x105>
в0	2836x4008>
Bl	2004x2836>
B2	1418x2004>
В3	1002x1418>
B4	709x1002>

22 C++ API Methods

в5	501x709>
C0	2600x3677>
C1	1837x2600>
C2	1298x1837>
C3	918x1298>
C4	649x918>
C5	459x649>
C6	323x459>
Flsa	612x936>
Flse	612x936>
HalfLetter	396x612>

Geometry Methods

Geometry provides methods to initialize its value from strings, from a set of parameters, or via attributes. The methods available for use in Geometry are shown in the following table:

Geometry Methods				
Method	Return Type	Signature(s)	Description	
Geometry		<pre>unsigned int width_, unsigned int height_, unsigned int xOff_ = 0, unsigned int yOff_ = 0, bool xNegative_ = false, bool yNegative_ = false</pre>		
	const string geometry_	Construct geometry from C++ string		
	const char * geometry_	Construct geometry from C string		
width	void	unsigned int width_	Width	
	unsigned int	void		
height	void	unsigned int height_	Height	
	unsigned int	void		
xOff	void	unsigned int xOff_	X offset from origin	
	int	void		
yOff	void	unsigned int yOff_	Y offset from origin	
	int	void		
xNegative	void	bool xNegative_	Sign of X offset negative? (X origin at right)	

203

	bool	void	
yNegative	void	bool yNegative_	Sign of Y offset negative? (Y origin at bottom)
	bool	void	
percent	void	bool percent_	Width and height are expressed as percentages
	bool	void	
aspect	void	bool aspect_	Resize without preserving aspect ratio (!)
	bool	void	
greater	void	bool greater_	Resize if image is greater than size (>)
	bool	void	
less	void	bool less_	Resize if image is less than size (<)
	bool	void	
isValid	void	bool isValid_	Does object contain valid geometry?
	bool	void	
operator =	const Geometry&	const string geometry_	Set geometry via C++ string
operator =	const Geometry&	const char * geometry_	Set geometry via C string
operator string	string	Geometry&	Obtain C++ string representation of geometry
operator<<	ostream&	ostream& stream_, const Geometry& geometry_	: Stream onto ostream

22.7 Magick::Image Class

Quick Contents

- * BLOBs
- * Constructors
- * Image Manipulation Methods
 * Image Attributes
- * Raw Image Pixel Access

Image is the primary object in Magick++ and represents a single image frame (see design). The STL interface must be used to operate on image sequences or images (e.g. of format GIF, TIFF, MIFF, Postscript, & MNG) which are comprized of multiple image frames. Individual frames of a multi-frame image may be requested by adding array-style notation to the end of the file name (e.g. "animation.gif[3]" retrieves the fourth frame of a GIF animation. Various image manipulation operations may be applied to the image. Attributes may be set on the image to influence the operation of the manipulation operations. The Pixels class provides low-level access to image pixels. As a convenience, including <Magick++.h> is sufficient in order to use the complete Magick++ API. The Magick++ API is enclosed within the Magick namespace so you must either add the prefix "Magick::" to each class/enumeration name or add the statement "using namespace Magick;" after including the Magick++.h header.

The preferred way to allocate Image objects is via automatic allocation (on the stack). There is no concern that allocating Image objects on the stack will excessively enlarge the stack since Magick++ allocates all large data objects (such as the actual image data) from the heap. Use of automatic allocation is preferred over explicit allocation (via new) since it is much less error prone and allows use of C++ scoping rules to avoid memory leaks. Use of automatic allocation allows Magick++ objects to be assigned and copied just like the C++ intrinsic data types (e.g. 'int'), leading to clear and easy to read code. Use of automatic allocation leads to naturally exception-safe code since if an exception is thrown, the object is automatically deallocated once the stack unwinds past the scope of the allocation (not the case for objects allocated via new).

Image is very easy to use. For example, here is a the source to a program which reads an image, crops it, and writes it to a new file (the exception handling is optional but strongly recommended):

```
#include <Magick++.h>
#include <iostream>
using namespace std;
using namespace Magick;
int main(int argc,char **argv)
{
  try {
    // Create an image object and read an image
    Image image( "girl.gif" );
    // Crop the image to specified size
    // (Geometry implicitly initialized by char *)
    image.crop("100x100+100+100");
    // Write the image to a file
image.write( "x.gif" );
  }
  catch( Exception & error_ )
    {
      cout << "Caught exception: " << error_.what() << endl;</pre>
      return 1;
    }
  return 0;
}
```

The following is the source to a program which illustrates the use of Magick++'s efficient reference-counted assignment and copy-constructor operations which minimize use of memory and eliminate unneessary copy operations (allowing Image objects to be efficiently assigned, and copied into containers). The program accomplishes the following:

- Read master image.
 Assign master image to second image.
- 3. Zoom second image to the size 640x480.
- 4. Assign master image to a third image.
- 5. Zoom third image to the size 800x600.
- 6. Write the second image to a file.
 7. Write the third image to a file.

```
#include <Magick++.h>
#include <iostream>
using namespace std;
using namespace Magick;
int main(int argc,char **argv)
{
    Image master("horse.jpg");
    Image second = master;
    second.zoom("640x480");
    Image third = master;
    third.zoom("800x600");
    second.write("horse640x480.jpg");
    third.write("horse800x600.jpg");
    return 0;
```

```
}
```

During the entire operation, a maximum of three images exist in memory and the image data is never copied.

The following is the source for another simple program which creates a 100 by 100 pixel white image with a red pixel in the center and writes it to a file:

```
#include <Magick++.h>
using namespace std;
using namespace Magick;
int main(int argc,char **argv)
{
    Image image( "100x100", "white" );
    image.pixelColor( 49, 49, "red" );
    image.write( "red_pixel.png" );
    return 0;
}
```

If you wanted to change the color image to grayscale, you could add the lines:

```
image.quantizeColorSpace( GRAYColorspace );
image.colors( 256 );
image.quantize( );
```

or, more simply:

image.type(GrayscaleType);

prior to writing the image.

BLOBs

While encoded images (e.g. JPEG) are most often written-to and read-from a disk file, encoded images may also reside in memory. Encoded images in memory are known as BLOBS (Binary Large OBjects) and may be represented using the Blob class. The encoded image may be initially placed in memory by reading it directly from a file, reading the image from a database,

memory-mapped from a disk file, or could be written to memory by Magick++. Once the encoded image has been placed within a Blob, it may be read into a Magick++ Image via a constructor or read(). Likewise, a Magick++ image may be written to a Blob via write().

An example of using Image to write to a Blob follows:

```
#include <Magick++.h>
using namespace std;
using namespace Magick;
int main(int argc,char **argv)
{
    // Read GIF file from disk
    Image image( "giraffe.gif" );
    // Write to BLOB in JPEG format
    Blob blob;
    image.magick( "JPEG" ) // Set JPEG output format
    image.write( &blob );
    [ Use BLOB data (in JPEG format) here ]
    return 0;
}
```

likewise, to read an image from a Blob, you could use one of the following examples:

[Entry condition for the following examples is that data is pointer to encoded image data and length represents the size of the data] $\,$

Blob blob(data, length); Image image(blob);

or

```
Blob blob( data, length );
Image image;
image.read( blob);
```

some images do not contain their size or format so the size and format must be specified in advance:

```
Blob blob( data, length );
Image image;
image.size( "640x480")
image.magick( "RGBA" );
image.read( blob);
```

Constructors

Image may be constructed in a number of ways. It may be constructed from a file, a URL, or an encoded image (e.g. JPEG) contained in an in-memory BLOB. The available Image constructors are shown in the following table:

Image Constructors

	Image constructors
Signature	Description
const std::string &imageSpec_	Construct Image by reading from file or URL specified by imageSpec Use array notation (e.g. filename[9]) to select a specific scene from a multi-frame image.
const Geometry &size_, const Color &color_	Construct a blank image canvas of specified size and color

Construct Image by reading from encoded image data contained in an in-memory BLOB. Depending on the constructor arguments, the Blob size, depth, magick (format) may also be specified. Some image formats require that size be specified. The default ImageMagick uses for depth depends on the compiled-in Quantum size (8 or 16). If ImageMagick's Quantum size does not match that of the image, the depth may need to be specified. ImageMagick can usually automatically detect the image's format. When a format can't be automatically detected, the format (magick) must be specified.

const Blob &blob_, const Geometry &size_

const Blob &blob_, const Geometry &size, unsigned int depth

const Blob &blob_, const Geometry &size, unsigned int depth_, const string &magick_

const Blob &blob_, const Geometry &size, const string &magick_

Construct a new Image based on an array of image pixels. The pixel data must be in scanline order top-to-bottom. The data can be character, short int, integer, float, or double. Float and double require the pixels to be normalized [0..1]. The other types are [0..MaxRGB]. For example, to create a 640x480 image from unsigned red-green-blue character data, use

Image image(640, 480, "RGB", 0, pixels);

The parameters are as follows:

width_ Width in pixels of the image.

height_ Height in pixels of the image.

const unsigned int heigh width_, const unsigned int height_, std::string map_, const StorageType type_, map_ const void *pixels_

This character string can be any combination or order of R = red, G = green, B = blue, A = alpha, C = cyan, Y = yellow M = magenta, and K = black. The ordering reflects the order of the pixels in the supplied pixel array.

Pixel storage type (CharPixel, type_ ShortPixel, IntegerPixel, FloatPixel, or DoublePixel)

This array of values contain the pixel components as defined by the map_ and pixels_ type_ parameters. The length of the arrays must equal the area specified by the width_ and height_ values and type_ parameters.

Image Manipulation Methods

const Blob &blob_

Image supports access to all the single-image (versus image-list) manipulation operations provided by the ImageMagick library. If you must process a multi-image file (such as an animation), the STL interface, which provides a multi-image abstraction on top of Image, must be used.

The operations supported by Image are shown in the following table:

Image Image Manipulation Methods

Method	Signature(s)	Description	
neenou	bighacare(b)	Deberiperon	
addNoise	NoiseType noiseType_	Add noise to image with specified noise type.	
annotate	const std::string &text_, const Geometry &location_	Annotate using specified text, and placement location	
	Geometry &boundingArea_,	Annotate using specified text, bounding area, and placement gravity. If boundingArea_ is invalid, then bounding area is entire image.	
	<pre>const std::string &text_, const Geometry &boundingArea_, GravityType gravity_, double degrees_,</pre>	Annotate with text using specified text, bounding area, placement gravity, and rotation. If boundingArea_ is invalid, then bounding area is entire image.	
	const std::string &text_, GravityType gravity_	Annotate with text (bounding area is entire image) and placement gravity.	
blur		Blur image. The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.	
border	const Geometry &geometry_ = "6x6+0+0"	Border image (add border to image). The color of the border is specified by the borderColor attribute.	
channel	ChannelType layer_	Extract channel from image. Use this option to extract a particular channel from the image. MatteChannel for example, is useful for extracting the opacity values from an image.	
charcoal	const double radius_ = 1, const double sigma_ = 0.5	Charcoal effect image (looks like charcoal sketch). The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.	
chop	const Geometry &geometry_	Chop image (remove vertical or horizontal subregion of image)	
colorize	<pre>const unsigned int opacityRed_, const unsigned int opacityGreen_, const</pre>	Colorize image with pen color, using specified percent opacity for red,	

	unsigned int opacityBlue_, const Color &penColor_	green, and blue quantums.	
	const unsigned int opacity_, const Color &penColor_	Colorize image with pen color, using specified percent opacity.	
comment	const string &comment_	Comment image (add comment string to image). By default, each image is commented with its file name. Use this method to assign a specific comment to the image. Optionally you can include the image filename, type, width, height, or other image attributes by embedding special format characters.	
composite	<pre>const Image &compositeImage_, int xOffset_, int yOffset_, CompositeOperator compose_ = InCompositeOp</pre>	Compose an image onto the current image at offset specified by xOffset_, yOffset_ using the composition algorithm specified by compose	
	<pre>const Image &compositeImage_, const Geometry &offset_, CompositeOperator compose_ = InCompositeOp</pre>	Compose an image onto the current image at offset specified by offset_ using the composition algorithm specified by compose	
	<pre>const Image &compositeImage_, GravityType gravity_, CompositeOperator compose_ = InCompositeOp</pre>	Compose an image onto the current image with placement specified by gravity_ using the composition algorithm specified by compose	
contrast	unsigned int sharpen_	Contrast image (enhance intensity differences in image)	
convolve	unsigned int order_, const double *kernel_	Convolve image. Applies a user-specfied convolution to the image. The order_ parameter represents the number of columns and rows in the filter kernel, and kernel_ is a two-dimensional array of doubles representing the convolution kernel to apply.	
crop	const Geometry &geometry_	Crop image (subregion of original image)	
cycleColormap	int amount_	Cycle image colormap	
despeckle	void	Despeckle image (reduce speckle noise)	
display	void	Display image on screen. Caution: if an image format is is not compatable with the display visual (e.g. JPEG on a colormapped display) then the original image will be	

210

		altered. Use a copy of the original if this is a problem.	
draw	const Drawable &drawable_	Draw shape or text on image.	
	const std::list <drawable> &drawable_</drawable>	Draw shapes or text on image using a set of Drawable objects contained in an STL list. Use of this method improves drawing performance and allows batching draw objects together in a list for repeated use.	
edge	unsigned int radius_ = 0.0	Edge image (hilight edges in image). The radius is the radius of the pixel neighborhood Specify a radius of zero for automatic radius selection.	
emboss	const double radius_ = 1, const double sigma_ = 0.5	Emboss image (hilight edges with 3D effect). The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.	
enhance	void	Enhance image (minimize noise)	
equalize	void	Equalize image (histogram equalization)	
erase	void	Set all image pixels to the current background color.	
flip	void	Flip image (reflect each scanline in the vertical direction)	
floodFill- Color	unsigned int x_, unsigned int y_, const Color &fillColor_	Flood-fill color across pixels that match the color of the target pixel and are neighbors of the target pixel. Uses current fuzz setting when determining color match.	
	const Geometry &point_, const Color &fillColor_		
	unsigned int x_, unsigned int y_, const Color &fillColor_, const Color &borderColor_		
	const Geometry &point_, const Color &fillColor_, const Color &borderColor_		
floodFillOpacit	<pre>const long x_, const long y_, const :yunsigned int opacity_, const PaintMethod method_</pre>	Floodfill pixels matching color (within fuzz factor) of target pixel(x,y) with replacement opacity value using method.	
	unsigned int x_,	Flood-fill texture across pixels that	

floodFill- Texture	unsigned int y_, const Image &texture_	match the color of the target pixel and are neighbors of the target pixel. Uses current fuzz setting when determining color match.	
	const Geometry &point_, const Image &texture_		
		Flood-fill texture across pixels starting at target-pixel and stopping at pixels matching specified border color. Uses current fuzz setting when determining color match.	
	const Geometry &point_, const Image &texture_, const Color &borderColor_		
flop	void	Flop image (reflect each scanline in the horizontal direction)	
frame	const Geometry &geometry_ = "25x25+6+6"	Add decorative frame around image	
	<pre>unsigned int width_, unsigned int height_, int x_, int y_, int innerBevel_ = 0, int outerBevel_ = 0</pre>		
gamma	double gamma_	Gamma correct image (uniform red, green, and blue correction).	
gamma	double gammaRed_,	green, and blue correction). Gamma correct red, green, and blue	
gamma gaussianBlur	double gammaRed_, double gammaGreen_,	green, and blue correction). Gamma correct red, green, and blue	
-	double gammaRed_, double gammaGreen_, double gammaBlue_ double width_,	<pre>green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For example, a width of one gives a (standard) 3x3 convolution mask. The standard deviation of the Gaussian bell curve is specified by</pre>	
gaussianBlur	double gammaRed_, double gammaGreen_, double gammaBlue_ double width_, double sigma_	<pre>green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For example, a width of one gives a (standard) 3x3 convolution mask. The standard deviation of the Gaussian bell curve is specified by 'sigma_'.</pre>	
gaussianBlur	double gammaRed_, double gammaGreen_, double gammaBlue_ double width_, double sigma_ double factor_	<pre>green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For example, a width of one gives a (standard) 3x3 convolution mask. The standard deviation of the Gaussian bell curve is specified by 'sigma_'. Implode image (special effect) Assign a label to an image. Use this option to assign a specific label to the image. Optionally you can include the image filename, type, width, height, or scene number in the label by</pre>	

212

map	const Image &mapImage_ , bool dither_ = false	Remap image colors with closest color from reference image. Set dither_ to true in to apply Floyd/Steinberg error diffusion to the image. By default, color reduction chooses an optimal set of colors that best represent the original image. Alternatively, you can choose a particular set of colors from an image file with this option.	
matteFloodfill	<pre>const Color ⌖_, unsigned int opacity_, long x_, long y_, PaintMethod method_</pre>	Floodfill designated area with a replacement opacity value.	
medianFilter	const double radius_ = 0.0	Filter image by replacing each pixel component with the median color in a	
		circular neighborhood	
minify	void	Reduce image by integral size	
modifyImage	void	Prepare to update image. Ensures that there is only one reference to the underlying image so that the underlying image may be safely modified without effecting previous generations of the image. Copies the underlying image to a new image if necessary.	
modulate	<pre>double brightness_, double saturation_, double hue_</pre>	Modulate percent hue, saturation, and brightness of an image	
negate	bool grayscale_ = false	Negate colors in image. Replace every pixel with its complementary color (white becomes black, yellow becomes	
		blue, etc.). Set grayscale to only negate grayscale values in image.	
normalize	void	Normalize image (increase contrast by normalizing the pixel values to span the full range of color values).	
oilPaint	unsigned int radius_ = 3	Oilpaint image (image looks like oil painting)	
opacity	unsigned int opacity_	Set or attenuate the opacity channel in the image. If the image pixels are opaque then they are set to the specified opacity value, otherwise they are blended with the supplied opacity value. The value of opacity_ ranges from 0 (completely opaque) to MaxRGB. The defines OpaqueOpacity and TransparentOpacity are available to specify completely opaque or completely	
opaque	const Color &opaqueColor_, const Color &penColor_	<pre>transparent, respectively. Change color of pixels matching opaqueColor_ to specified penColor</pre>	

Ping is similar to read except only

ping	const std::string &imageSpec_	enough of the image is read to determine the image columns, rows, and filesize. The columns, rows, and fileSize attributes are valid after invoking ping. The image data is not valid after calling ping.
quantize	<pre>bool measureError_ = false</pre>	Quantize image (reduce number of colors). Set measureError_ to true in order to calculate error attributes.
raise	<pre>const Geometry &geometry_ = "6x6+0+0", bool raisedFlag_ = false</pre>	Raise image (lighten or darken the edges of an image to give a 3-D raised or lowered effect)
read	const string &imageSpec_	Read image into current object
	<pre>const Geometry &size_, const std::string &imageSpec_</pre>	Read image of specified size into current object. This form is useful for images that do not specifiy their size or to specify a size hint for decoding an image. For example, when reading a Photo CD, JBIG, or JPEG image, a size request causes the library to return an image which is the next resolution greater or equal to the specified size. This may result in memory and time savings.
	const Blob &blob_	Read encoded image of specified size from an in-memory BLOB into current object. Depending on the method arguments, the Blob size, depth, and format may also be specified. Some image formats require that size be specified. The default ImageMagick uses for depth depends on its Quantum size (8 or 16). If ImageMagick's Quantum size does not match that of the image, the depth may need to be specified. ImageMagick can usually automatically detect the image's format. When a format can't be automatically detected, the format must be specified.
	const Blob &blob_, const Geometry &size_	
	const Blob &blob_, const Geometry &size_, unsigned int depth_	
	const Blob &blob_, const Geometry &size_, unsigned short depth_, const string &magick_	
	const Blob &blob_, const Geometry	

	&size_, const string &magick_			
		Read image based on an array of image pixels. The pixel data must be in scanline order top-to-bottom. The data can be character, short int, integer, float, or double. Float and double require the pixels to be normalized [01]. The other types are [0MaxRGB]. For example, to create a 640x480 image from unsigned red-green-blue character data, use		
		<pre>image.read(640, 480, "RGB", 0, pixels);</pre>		
		The parameters are as follows:		
		width_ Width in pixels of the image.		
	const unsigned int	height_Height in pixels of the image.		
	<pre>width_, const unsigned int height_, std::string map_, const StorageType type_, const void *pixels_</pre>	This character string can be any combination or order of R = red, G = green, B = blue, A = alpha, C = cyan, Y = yellow map_ M = magenta, and K = black. The ordering reflects the order of the pixels in the supplied pixel array.		
		Pixel storage type (CharPixel, type_ ShortPixel, IntegerPixel, FloatPixel, or DoublePixel)		
		This array of values contain the pixel components as defined by the map_ and type_ pixels_parameters. The length of the arrays must equal the area specified by the width_ and height_ values and type_ parameters.		
reduceNoise	void	Reduce noise in image using a noise peak elimination filter.		
	unsigned int order_			
roll	int columns_, int	Roll image (rolls image vertically and horizontally) by specified number of		
	rows_	columnms and rows)		
rotate	double degrees_	Rotate image counter-clockwise by specified number of degrees.		
sample	const Geometry &geometry_	Resize image by using pixel sampling algorithm		
scale	const Geometry &geometry_	Resize image by using simple ratio algorithm		

segment	<pre>double clusterThreshold_ = 1.0, double smoothingThreshold_ = 1.5</pre>	attributes. Specify clusterThreshold_, as the number of pixels each
		you can expect a smoother second derivative. The default is 1.5. Shade image using distant light source.
shade	<pre>double azimuth_ = 30, double elevation_ = 30, bool colorShading_ = false</pre>	Specify azimuth_ and elevation_ as the position of the light source. By default, the shading results as a grayscale image Set colorShading_ to true to shade the red, green, and blue components of the image.
sharpen		Sharpen pixels in image. The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.
shave	const Geometry &geometry_	Shave pixels from image edges.
shear	double xShearAngle_, double yShearAngle_	Shear image (create parallelogram by sliding image by X or Y axis). Shearing slides one edge of an image along the X or Y axis, creating a parallelogram. An X direction shear slides an edge along the X axis, while a Y direction shear slides an edge along the Y axis. The amount of the shear is controlled by a shear angle. For X direction shears, x degrees is measured relative to the Y axis, and similarly, for Y direction shears y degrees is measured relative to the X axis. Empty triangles left over from shearing the image are filled with the color defined as borderColor.
solarize	double factor_ = 50.0	Solarize image (similar to effect seen when exposing a photographic film to light during the development process)
spread	unsigned int amount_ = 3	Spread pixels randomly within image by specified amount
stegano	const Image &watermark_	Add a digital watermark to the image (based on second image)
stereo	const Image	Create an image which appears in stereo when viewed with red-blue glasses (Red

	&rightImage_	image on left, blue on right)		
swirl	double degrees_	Swirl image (image pixels are rotated by degrees)		
texture	const Image &texture_	Layer a texture on pixels matching image background color.		
threshold	double threshold_	Threshold image		
transform	const Geometry &imageGeometry_	Transform image based on image and crop geometries. Crop geometry is optional.		
	const Geometry &imageGeometry_, const Geometry &cropGeometry_			
transparent	const Color &color_	Add matte image to image, setting pixels matching color to transparent.		
trim	void	Trim edges that are the background color from the image.		
unsharpmask	double radius_, double sigma_, double amount_, double threshold_	Replace image with a sharpened version of the original image using the unsharp mask algorithm. The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Gaussian, in pixels. The amount_ parameter specifies the percentage of the difference between the original and the blur image that is added back into the original. The threshold_ parameter specifies the threshold in pixels needed to apply the diffence amount.		
wave	<pre>double amplitude_ = 25.0, double wavelength_ = 150.0</pre>	Alter an image along a sine wave.		
write	const string &imageSpec_	Write image to a file using filename imageSpec Caution: if an image format is selected which is capable of supporting fewer colors than the original image or quantization has been requested, the original image will be quantized to fewer colors. Use a copy of the original if this is a problem.		
	Blob *blob_	Write image to a in-memory BLOBstored in blob The magick_ parameter specifies the image format to write (defaults to magick). The depth_ parameter species the image depth (defaults to depth). Caution: if an image format is selected which is capable of supporting fewer colors than the original image or		

quantization has been requested, the original image will be quantized to fewer colors. Use a copy of the original if this is a problem.

Blob *blob_, std::string &magick_ Blob *blob_, std::string &magick_, unsigned
int depth_ Write pixel data into a buffer you supply. The data is saved either as char, short int, integer, float or double format in the order specified by the type_ parameter. For example, we want to extract scanline 1 of a 640x480 image as character data in

image.write(0,0,640,1,"RGB",0,pixels);

The parameters are as follows:

extract.

red-green-blue order:

x_	Horizontal ordinate of left-most coordinate of region to extract.
У_	Vertical ordinate of top-most coordinate of region to

const int x_, const int y_, const unsigned int columns_, const unsigned int rows_, const std::string

&map_, const StorageType type_,

void *pixels_

Width in pixels of the region columns_to extract.

rows_ Height in pixels of the region to extract.

This character string can be any combination or order of R = red, G = green, B = blue, A = alpha, C = cyan, Y = map_ yellow, M = magenta, and K = black. The ordering reflects the order of the pixels in the supplied pixel array.

Pixel storage type (CharPixel, ShortPixel, IntegerPixel, FloatPixel, or type_ DoublePixel)

This array of values contain the pixel components as defined by the map_ and type_ pixels_ parameters. The length of the arrays must equal the area specified by the width_ and

height_ values and type_

parameters.

zoom const Geometry Zoom image to specified size. &geometry_

Image Attributes

Image attributes are set and obtained via methods in Image. Except for methods which accept pointer arguments (e.g. chromaBluePrimary) all methods return attributes by value.

The supported image attributes and the method arguments required to obtain them are shown in the following table:

Image Image Attributes				
Attribute	Туре	Get Signature	Set Signature	Description
adjoin	bool	void	bool flag_	Join images into a single multi-image file.
antiAlias	bool	void	bool flag_	Control antialiasing of rendered Postscript and Postscript or TrueType fonts. Enabled by default.
animation- Delay	unsigned int (0 to 65535)	void	unsigned int delay_	Time in 1/100ths of a second (0 to 65535) which must expire before displaying the next image in an animated sequence. This option is useful for regulating the animation of a sequence of GIF images within Netscape.
animation- Iterations	unsigned int	void	unsigned int iterations_	Number of iterations to loop an animation (e.g. Netscape loop extension) for.
background- Color	Color	void	const Color &color_	Image background color
background- Texture	string	void	const string &texture_	Image file name to use as the background texture. Does not modify image pixels.
baseColumns	unsigned int	void		Base image width (before transformations)
baseFilename	string	void		Base image filename (before transformations)
baseRows	unsigned int	void		Base image height (before transformations)
borderColor	Color	void	const Color	Image border color

			&color_	
boundingBox	Geometry	void		Return smallest bounding box enclosing non-border pixels. The current fuzz value is used when discriminating between pixels. This is the crop bounding box used by crop(Geometry(0,0)).
boxColor	Color	void	const Color &boxColor_	Base color that annotation text is rendered on.
cacheThreshold	unsigned int		unsigned int	Pixel cache threshold in megabytes. Once this threshold is exceeded, all subsequent pixels cache operations are to/from disk. This is a static method and the attribute it sets is shared by all Image objects.
chroma- BluePrimary	float x & y	float *x_, float *y_	float x_, float y_	Chromaticity blue primary point (e.g. x=0.15, y=0.06)
chroma- GreenPrimary	float x & y	float *x_, float *y_	float x_, float y_	Chromaticity green primary point (e.g. x=0.3, y=0.6)
chroma- RedPrimary	float x & y	float *x_, float *y_	float x_, float y_	Chromaticity red primary point (e.g. x=0.64, y=0.33)
chroma- WhitePoint	float x & y	float *x_, float *y_	float x_, float y_	Chromaticity white point (e.g. x=0.3127, y=0.329)
classType	ClassType	void	ClassType class_	Image storage class. Note that conversion from a DirectClass image to a PseudoClass image may result in a loss of color due to the limited size of the palette (256 or 65535 colors).
clipMask	Image	void	const Image	Associate a clip mask image with the current image. The clip mask image must have the same dimensions as the current image or an exception is thrown.

			&clipMask_	Clipping occurs wherever pixels are transparent in the clip mask image. Clipping Pass an invalid image to unset an existing clip mask. Colors within this
colorFuzz	double	void	double fuzz_	Colors within this distance are considered equal. A number of algorithms search for a target color. By default the color must be exact. Use this option to match colors that are close to the target color in RGB space.
colorMap	Color	unsigned int index_	unsigned int index_, const Color &color_	Color at color-pallet index.
colorSpace	ColorspaceType colorSpace_	void	ColorspaceType colorSpace_	The colorspace (e.g. CMYK) used to represent the image pixel colors. Image pixels are always stored as RGB(A) except for the case of CMY(K).
columns	unsigned int	void		Image width
comment	string	void		Image comment
compress- Type	CompressionType	void	CompressionType compressType_	Image compresion type. The default is the compression type of the specified image file.
density	Geometry (default 72x72)	void	const Geometry &density_	Vertical and horizontal resolution in pixels of the image. This option specifies an image density when decoding a Postscript or Portable Document page. Often used with psPageSize.
depth	unsigned int (8 or 16)	void	unsigned int depth_	Image depth. Used to specify the bit depth when reading or writing raw images or when the output format supports multiple depths. Defaults to the quantum depth that ImageMagick is
				compiled with.

endian	EndianType	void	EndianType endian_	Specify (or obtain) endian option for formats which support it.
directory	string	void		Tile names from within an image montage
fileName	string	void	const string &fileName_	Image file name.
fileSize	off_t	void		Number of bytes of the image on disk
fillColor	Color	void	const Color &fillColor_	Color to use when filling drawn objects
fillPattern	Image	void	const Image &fillPattern_	Pattern image to use when filling drawn objects.
fillRule	FillRule	void	const Magick::FillRule &fillRule_	Rule to use when filling drawn objects.
filterType	FilterTypes	void	FilterTypes filterType_	Filter to use when resizing image. The reduction filter employed has a sigificant effect on the time required to resize an image and the resulting quality. The default filter is Lanczos which has been shown to produce high quality results when reducing most images.
font	string	void	const string &font_	Text rendering font. If the font is a fully qualified X server font name, the font is obtained from an X server. To use a TrueType font, precede the TrueType filename with an @. Otherwise, specify a Postscript font name (e.g. "helvetica").
fontPointsize	unsigned int	void	unsigned int pointSize_	Text rendering font point size
fontTypeMetric	s TypeMetric	const std::string &text_, TypeMetric		Update metrics with font type metrics using specified text, and current font and

223

		*metrics		fontPointSize settings.
format	string	void		Long form image format description.
gamma	double (typical range 0.8 to 2.3)	void		Gamma level of the image. The same color image displayed on two different workstations may look different due to differences in the display monitor. Use gamma correction to adjust for this color difference.
geometry	Geometry	void		Preferred size of the image when encoding.
gifDispose- Method	<pre>unsigned int { 0 = Disposal not specified, l = Do not dispose of graphic, 3 = Overwrite graphic with background color, 4 = Overwrite graphic with previous graphic. }</pre>	void	unsigned int disposeMethod_	GIF disposal method. This option is used to control how successive frames are rendered (how the preceding frame is disposed of) when creating a GIF animation.
iccColorProfile	Blob	void	const Blob &colorProfile_	ICC color profile. Supplied via a Blob since Magick++/ and ImageMagick do not currently support formating this data structure directly. Specifications are available from the International Color Consortium for the format of ICC color profiles.
interlace- Type	InterlaceType	void	InterlaceType interlace_	The type of interlacing scheme (default NoInterlace). This option is used to specify the type of interlacing scheme for raw image formats such as RGB or YUV. NoInterlace means do not interlace, LineInterlace uses scanline interlacing, and PlaneInterlace uses plane

				interlacing. PartitionInterlace is like PlaneInterlace except the different planes are saved to individual files (e.g. image.R, image.G, and image.B). Use LineInterlace or PlaneInterlace to create an interlaced GIF or progressive JPEG image.
iptcProfile	Blob	void	const Blob& iptcProfile_	IPTC profile. Supplied via a Blob since Magick++ and ImageMagick do not currently support formating this data structure directly. Specifications are available from the International Press Telecommunications Council for IPTC profiles.
label	string	void	const string &label_	Image label
magick	string	void	const string &magick_	Get image format (e.g. "GIF")
matte	bool	void	bool matteFlag_	True if the image has transparency. If set True, store matte channel if the image has one otherwise create an opaque one.
matteColor	Color	void	const Color &matteColor_	Image matte (transparent) color
meanError- PerPixel	double	void		The mean error per pixel computed when an image is color reduced. This parameter is only valid if verbose is set to true and the image has just been quantized.
monochrome	bool	void	bool flag_	Transform the image to black and white
montage- Geometry	Geometry	void		Tile size and offset within an image montage. Only valid for montage images.

The normalized max

220	

normalized- MaxError	double	void		error per pixel computed when an image is color reduced. This parameter is only valid if verbose is set to true and the image has just been quantized.
normalized- MeanError	double	void		The normalized mean error per pixel computed when an image is color reduced. This parameter is only valid if verbose is set to true and the image has just been quantized.
packets	unsigned int	void		The number of runlength-encoded packets in the image
packetSize	unsigned int	void		The number of bytes in each pixel packet
				Preferred size and location of an image canvas.
page	Geometry	void	const Geometry &pageSize_	Use this option to specify the dimensions and position of the Postscript page in dots per inch or a TEXT page in pixels. This option is typically used in concert with density.
				Page may also be used to position a GIF image (such as for a scene in an animation)
pixelColor	Color	x_, unsigned int y_	unsigned int x_, unsigned int y_, const Color &color_	Get/set pixel color at location x & y.
quality	unsigned int (0 to 100)	void	unsigned int quality_	JPEG/MIFF/PNG compression level
				(default 75).
				Preferred number of colors in the image. The actual number of colors in the image may be less than your
quantize- Colors	unsigned int	void	unsigned int colors_	request, but never more. Images with

				less unique colors than specified with this option will have any duplicate or unused colors removed.
quantize- ColorSpace	ColorspaceType	void	ColorspaceType colorSpace_	Colorspace to quantize colors in (default RGB). Empirical evidence suggests that distances in color spaces such as YUV or YIQ correspond to perceptual color differences more closely than do distances in RGB space. These color spaces may give better results when color reducing an image.
quantize- Dither	bool	void	bool flag_	Apply Floyd/Steinberg error diffusion to the image. The basic strategy of dithering is to trade intensity resolution for spatial resolution by averaging the intensities of several neighboring pixels. Images which suffer from severe contouring when reducing colors can be improved with this option. The quantizeColors or monochrome option must be set for this option to take effect.
quantize- TreeDepth	unsigned int	void	unsigned int treeDepth_	Depth of the quantization color classification tree. Values of 0 or 1 allow selection of the optimal tree depth for the color reduction algorithm. Values between 2 and 8 may be used to manually adjust the tree depth.
rendering- Intent	RenderingIntent	void	RenderingIntent render_	The type of rendering intent
resolution- Units	ResolutionType	void	ResolutionType units_	Units of image resolution
rows	unsigned int	void		The number of pixel

227

rows in the image

scene	unsigned int	void	unsigned int scene_	Image scene number
signature	string	bool force_ = false		Image MD5 signature. Set force_ to 'true' to force
		14100		re-computation of signature.
size	Geometry	void	const Geometry &geometry_	Width and height of a raw image (an image which does not support width and height information). Size may also be used
				to affect the image size read from a multi-resolution format (e.g. Photo CD, JBIG, or JPEG.
strokeAntiAlias	bool	void	bool flag_	Enable or disable anti-aliasing when drawing object outlines.
strokeColor	Color	void	const Color &strokeColor_	Color to use when drawing object
			astronecoror_	outlines
strokeDashOffse	tunsigned int	void	double strokeDashOffset_	While drawing using a dash pattern, specify distance into the
			Seronepublicitiee_	dash pattern to start the dash (default 0).
strokeDashArray	const double*	void	const double* strokeDashArray_	Specify the pattern of dashes and gaps used to stroke paths. The strokeDashArray represents a zero-terminated array of numbers that specify the lengths (in pixels) of alternating dashes and gaps in user units. If an odd number of values is provided, then the list of values is repeated to yield an even number of values. A typical strokeDashArray_ array might contain the members 5 3 2 0, where the zero value
				indicates the end of the pattern array. Specify the shape to

strokeLineCap	LineCap	void	LineCap lineCap_	be used at the corners of paths (or other vector shapes) when they are stroked. Values of LineJoin are UndefinedJoin, MiterJoin, RoundJoin, and BevelJoin.
strokeLineJoin	LineJoin	void	LineJoin lineJoin_	Specify the shape to be used at the corners of paths (or other vector shapes) when they are stroked. Values of LineJoin are UndefinedJoin, MiterJoin, RoundJoin, and BevelJoin.
strokeMiterLimi	itunsigned int	void	unsigned int miterLimit_	Specify miter limit. When two line segments meet at a sharp angle and miter joins have been specified for 'lineJoin', it is possible for the miter to extend far beyond the thickness of the line stroking the path. The miterLimit' imposes a limit on the ratio of the miter length to the 'lineWidth'. The default value of this parameter is 4.
strokeWidth	double	void	double strokeWidth_	Stroke width for use when drawing vector objects (default one)
strokePattern	Image	void	const Image &strokePattern_	Pattern image to use while drawing object stroke (outlines).
subImage	unsigned int	void	unsigned int subImage_	Subimage of an image sequence
subRange	unsigned int	void	unsigned int subRange_	Number of images relative to the base image
tileName	string	void	const string &tileName_	Tile name
totalColors	unsigned long	void		Number of colors in the image
type	ImageType	void	ImageType	Image type.

229

verbose	bool	void	bool verboseFlag_	Print detailed information about the image
view	string	void	const string &view_	FlashPix viewing parameters.
xllDisplay	string (e.g. "hostname:0.0")	void	const string &display_	X11 display to display to, obtain fonts from, or to capture image from
xResolution	double	void		x resolution of the image
yResolution	double	void		y resolution of the image

Raw Image Pixel Access

Image pixels (of type PixelPacket) may be accessed directly via the Image Pixel Cache. The image pixel cache is a rectangular window into the actual image pixels (which may be in memory, memory-mapped from a disk file, or entirely on disk). Two interfaces exist to access the Image Pixel Cache. The interface described here (part of the Image class) supports only one view at a time. See the Pixels class for a more abstract interface which supports simultaneous pixel views (up to the number of rows). As an analogy, the interface described here relates to the Pixels class as stdio's gets() relates to fgets(). The Pixels class provides the more general form of the interface.

Obtain existing image pixels via getPixels(). Create a new pixel region using setPixels().

Depending on the capabilities of the operating system, and the relationship of the window to the image, the pixel cache may be a copy of the pixels in the selected window, or it may be the actual image pixels. In any case calling syncPixels() insures that the base image is updated with the contents of the modified pixel cache. The method readPixels() supports copying foreign pixel data formats into the pixel cache according to the QuantumTypes. The method writePixels() supports copying the pixels in the cache to a foreign pixel representation according to the format specified by QuantumTypes.

The pixel region is effectively a small image in which the pixels may be accessed, addressed, and updated, as shown in the following example: Image image("cow.png"); // Obtain pixel region with size 60x40, and top origin at 20x30

int columns = 60; PixelPacket *pixel_cache = image.GetPixels(20,30,columns,40); // Set pixel at column 5, and row 10 in the pixel cache to red.

[Cache.png]

int column = 5; int row = 10; PixelPacket *pixel = pixel_cache+row*columns*sizeof(PixelPacket)+column; pixel = Color("red"); // Save updated pixel cache back to underlying image image.syncPixels(); image.write("horse.png");

The image cache supports the following methods:

Image Cache Methods

Method	Poturna	Signaturo	Description
Method	Returns	Signature	Description
getConstPixels	const PixelPacket*	<pre>int x_, int y_, unsigned int columns_, unsigned int rows_</pre>	Transfers pixels from the image to the pixel cache as defined by the specified rectangular region.
getConstIndexes	const IndexPacket*	void	Returns a pointer to the Image pixel indexes. Only valid for PseudoClass images or CMYKA images. The pixel indexes represent an array of type IndexPacket, with each entry corresponding to an x,y pixel position. For PseudoClass images, the entry's value is the offset into the colormap (see colorMap) for that pixel. For CMYKA images, the indexes are used to contain the alpha channel.
getIndexes	IndexPacket*	void	Returns a pointer to the Image pixel indexes corresponding to the pixel region requested by the last getConstPixels, getPixels, or setPixels call. Only valid for PseudoClass images or CMYKA images. The pixel indexes represent an array of type IndexPacket, with each entry corresponding to a pixel x,y position. For PseudoClass images, the entry's value is the offset into the colormap (see colorMap) for that pixel. For CMYKA images, the indexes are used to contain the alpha channel.
getPixels	PixelPacket*	<pre>int x_, int y_, unsigned int columns_, unsigned int rows_</pre>	Transfers pixels from the image to the pixel cache as defined by the specified rectangular region. Modified pixels may be subsequently transferred back to the image via syncPixels.

setPixels	PixelPacket*	<pre>int x_, int y_, unsigned int columns_, unsigned int rows_</pre>	Allocates a pixel cache region to store image pixels as defined by the region rectangle. This area is subsequently transferred from the pixel cache to the image via syncPixels.
syncPixels	void	void	Transfers the image cache pixels to the image.
readPixels	void	QuantumTypes quantum_, unsigned char *source_,	Transfers one or more pixel components from a buffer or file into the image pixel cache of an image. ReadPixels is typically used to support image decoders.
writePixels	void	QuantumTypes quantum_, unsigned char *destination_	

Magick::Montage Class

A montage is a single image which is composed of thumbnail images composed in a uniform grid. The size of the montage image is determined by the size of the individual thumbnails and the number of rows and columns in the grid.

The following illustration shows a montage consisting of three columns and two rows of thumbnails rendered on a gray background:

[montage-sample-framed.jpg]

Montages may be either "plain" (undecorated thumbnails) or "framed" (decorated thumbnails). In order to more easily understand the options supplied to MontageImages(), montage options are supplied by two different classes: Magick::Montage and Magick::MontageFramed.

Plain Montages

Magick::Montage is the base class to provide montage options and provides methods to set all options required to render simple (un-framed) montages. See Magick::MontageFramedif you would like to create a framed montage.

Un-framed thumbnails consist of four components: the thumbnail image, the thumbnail border, an optional thumbnail shadow, and an optional thumbnail label area.

[thumbnail-anatomy-plain.jpg]

	Mont	age Methods	
Method	Return Type	Signature(s)	Description
Montage		void	Default constructor
backgroundColor	void	const Color &backgroundColor_	Specifies the background color that thumbnails are imaged upon.
	Color	void	
compose	void	CompositeOperator compose_	Specifies the image composition algorithm for thumbnails. This controls the algorithm by which the thumbnail image is placed on the background. Use of OverCompositeOp is recommended for use with images that have transparency. This option may have negative side-effects for images without transparency.
CompositeOperator void			

22.8

fileName	void	std::string fileName_	Specifies the image filename to be used for the generated montage images. To handle the case were multiple montage images are generated, a printf-style format may be embedded within the filename. For example, a filename specification of image%02d.miff names the montage images as image00.miff, image01.miff, etc.
	std::string	void	
fill	void	const Color &pen_	Specifies the fill color to use for the label text.
	Color	void	
font	void	std::string font_	Specifies the thumbnail label font.
	std::string	void	
geometry	void	const Geometry &geometry_	Specifies the size of the generated thumbnail.
	Geometry	void	
gravity	void	GravityType gravity	Specifies the thumbnail positioning within the specified geometry area. If 'the thumbnail is smaller in any dimension than the geometry, then it is placed according to this specification.
	GravityType	void	
label	void	std::string label_	Specifies the format used for the image label. Special format characters may be embedded in the format string to include information about the image.
	std::string	void	

penColor	void	const Color &pen_	Specifies the pen color to use for the label text (same as fill).
	Color	void	
pointSize	void	unsigned int pointSize_	Specifies the thumbnail label font size.
	unsigned int	void	
shadow	void	bool shadow_	Enable/disable drop-shadow on thumbnails.
	bool	void	
stroke	void	const Color &pen_	Specifies the stroke color to use for the label text
	Color	void	
texture	void	std::string texture_	Specifies a texture image to use as montage background. The built-in textures "granite:" and "plasma:" are available. A texture is the same as a background image.
	std::string	void	
tile	void	const Geometry &tile_	Specifies the maximum number of montage columns and rows in the montage. The montage is built by filling out all cells in a row before advancing to the next row. Once the montage has reached the maximum number of columns and rows, a new montage image is started.
	Geometry	void	
transparentColor	void	const Color &transparentColor_	Specifies a montage color to set transparent. This option can be set the same as the background color in order for the thumbnails to appear without a background when

rendered on an HTML page. For best effect, ensure that the transparent color selected does not occur in the rendered thumbnail colors.

Color

Framed Montages

Magick::MontageFramed provides the means to specify montage options when it is desired to have decorative frames around the image thumbnails. MontageFramed inherits from Montage and therefore provides all the methods of Montage as well as those shown in the table "MontageFramed Methods".

void

Framed thumbnails consist of four components: the thumbnail image, the thumbnail frame, the thumbnail border, an optional thumbnail shadow, and an optional thumbnail label area.

[thumbnail-anatomy-framed.jpg]

MontageFramed Methods				
Method	Return Type	Signature(s)	Description	
MontageFramed	1	void	Default constructor (enable frame via frameGeometry).	
borderColor	void	const Color &borderColor_	Specifies the background color within the thumbnail frame.	
	Color	void		
borderWidth	void	unsigned int borderWidth_	Specifies the border (in pixels) to place between a thumbnail and its surrounding frame. This option only takes effect if thumbnail frames are enabled (via frameGeometry) and the thumbnail geometry specification doesn't also specify the thumbnail border width.	
	unsigned int	void		
frameGeometry	y void	const Geometry &frame_	Specifies the geometry specification for frame to place around thumbnail. If this parameter is not specified, then the montage is un-framed.	

Geometry void

matteColor	void	const Color &matteColor_	Specifies color.	the	thumbnail	frame
	Color	void				

The Pixels class provides efficient access to raw image pixels. Image pixels (of type PixelPacket) may be accessed directly via the Image Pixel Cache. The image pixel cache is a rectangular window (a view) into the actual image pixels (which may be in memory, memory-mapped from a disk file, or entirely on disk). Obtain existing image pixels via get(). Create a new pixel region using set().

Depending on the capabilities of the operating system, and the relationship of the window to the image, the pixel cache may be a copy of the pixels in the selected window, or it may be the actual image pixels. In any case calling sync() insures that the base image is updated with the contents of the modified pixel cache. The method decode() supports copying foreign pixel data formats into the pixel cache according to the QuantumTypes. The method encode() supports copying the pixels in the cache to a foreign pixel representation according to the format specified by QuantumTypes.

Setting a view using the Pixels class does not cause the number of references to the underlying image to be reduced to one. Therefore, in order to ensure that only the current generation of the image is modified, the Image's modifyImage() method should be invoked to reduce the reference count on the underlying image to one. If this is not done, then it is possible for a previous generation of the image to be modified due to the use of reference counting when copying or constructing an Image.

The PixelPacket* returned by the set and get methods, and the IndexPacket* returned by the indexes method point to pixel data managed by the Pixels class. The Pixels class is responsible for releasing resources associated with the pixel view. This means that the pointer should never be passed to delete() or free().

The pixel view is a small image in which the pixels may be accessed, addressed, and updated, as shown in the following example, which produces an image similar to the one on the right (minus lines and text):

```
// Create base image
  Image image(Geometry(254,218), "white");
  // Set image pixels to DirectClass representation
  image.classType( DirectClass );
   // Ensure that there is only one reference to underlying
image
  image.modifyImage();
  // Allocate pixel view
  Pixels view(image);
  // Set all pixels in region anchored at 38x36, with size
160x230 to green.
  unsigned int columns = 196; unsigned int rows = 162;
   Color green("green");
   PixelPacket *pixels = view.get(38,36,columns,rows);
  for ( unsigned int row = 0; row < rows ; ++row )
    for ( unsigned int column = 0; column < columns; ++column [Cache.png]
)
      *pixels++=green;
  view.svnc();
  // Set all pixels in region anchored at 86x72, with size
108x67 to yellow.
   columns = 108; rows = 67;
   Color yellow("yellow");
   pixels = view.get(86,72,columns,rows);
   for ( unsigned int row = 0; row < rows ; ++row )
      for ( unsigned int column = 0; column < columns ;
```

++column)
 *pixels++=yellow;
 view.sync();

// Set pixel at position 108,94 to red
 *(view.get(108,94,1,1)) = Color("red");
 view.sync();

Pixels supports the following methods:

Pixel Cache Methods			
Method	Returns	Signature	Description
get	PixelPacket*	<pre>int x_, int y_, unsigned int columns_, unsigned int rows_</pre>	Transfers pixels from the image to the pixel cache as defined by the specified rectangular region. Modified pixels may be subsequently transferred back to the image via sync. The value returned is intended for pixel access only. It should never be deallocated.
set	PixelPacket*	<pre>int x_, int y_, unsigned int columns_, unsigned int rows_</pre>	Allocates a pixel cache region to store image pixels as defined by the region rectangle. This area is subsequently transferred from the pixel cache to the image via sync. The value returned is intended for pixel access only. It should never be deallocated.
sync	void	void	Transfers the image cache pixels to the image.
indexes	IndexPacket*	void	Returns the PsuedoColor pixel indexes corresponding to the pixel region defined by the last get or set call. Only valid for PseudoColor and CMYKA images. The pixel indexes (an array of type IndexPacket, which is typedef Quantum, which is itself typedef unsigned char, or unsigned short, depending on the value of the QuantumDepth define) provide the colormap index (see colorMap) for each pixel in the image. For CMYKA images, the indexes represent the matte channel. The value returned is intended for pixel access only. It should never be deallocated.
x	unsigned int	void	Left ordinate of view
У	unsigned int	void	Top ordinate of view
columns	unsigned int	void	Width of view
rows	unsigned int	void	Height of view

238

22.10 Magick++ STL Support

Magick++ provides a set of Standard Template Libary (STL) algorithms for operating across ranges of image frames in a container. It also provides a set of STL unary function objects to apply an operation on image frames in a container via an algorithm which uses unary function objects. A good example of a standard algorithm which is useful for processing containers of image frames is the STL for_each algorithm which invokes a unary function object on a range of container elements.

Magick++ uses a limited set of template argument types. The current template argument types are:

Container

A container having the properties of a Back Insertion Sequence. Sequences support forward iterators and Back Insertion Sequences support the additional abilty to append an element via push_back(). Common compatable container types are the STL <vector> and <list> template containers. This template argument is usually used to represent an output container in which one or more image frames may be appended. Containers like STL <vector> which have a given default capacity may need to have their capacity adjusted via reserve() to a larger capacity in order to support the expected final size . Since Magick++ images are very small, it is likely that the default capacity of STL <vector> is sufficient for most situations.

InputIterator

An input iterator used to express a position in a container. These template arguments are typically used to represent a range of elements with first_ representing the first element to be processed and last_ representing the element to stop at. When processing the entire contents of a container, it is handy to know that STL containers usually provide the begin() and end() methods to return input interators which correspond with the first and last elements, respectively.

The following is an example of how frames from a GIF animation "test_image_anim.gif" may be appended horizontally with the resulting image written to the file "appended_image.miff":

```
#include <list>
#include <list>
#include <Magick++.h>
using namespace std;
using namespace Magick;
int main(int /*argc*/,char **/*argv*/)
{
    list<Image> imageList;
    readImages( &imageList, "test_image_anim.gif" );
    Image appended;
    appendImages( &appended, imageList.begin(), imageList.end() );
    appended.write( "appended_image.miff" );
    return 0;
}
```

The available Magick++ specific STL algorithms for operating on sequences of image frames are shown in the following table:

Magick++ STL Algorithms For Image Sequences

Algorithm	Signature	Description
animateImages	InputIterator first_, InputIterator last_	Animate a sequence of image frames. Image frames are displayed in succession, creating an animated effect. The animation options are taken from the first image frame. This feature is only supported under X11 at the moment.
appendImages	<pre>Image *appendedImage_, InputIterator first_, InputIterator last_, bool stack_ = false</pre>	Append a sequence of image frames, writing the result to appendedImage All the input image frames must have the same width or height. Image frames of the same width are stacked top-to-bottom. Image frames of the same height are stacked left-to-right. If the stack_ parameter is false, rectangular image frames are stacked left-to-right otherwise top-to-bottom.
averageImages	Image *averagedImage_, InputIterator first_, InputIterator last_	Average a sequence of image frames, writing the result to averagedImage All the input image frames must be the same size in pixels.
coalesceImages	InputIterator first_, InputIterator last_	Merge a sequence of images. This is useful for GIF animation sequences that have page offsets and disposal methods. The input images are modified in-place.
deconstructImages	Container *deconstructedImages_, InputIterator first_, InputIterator last_	Break down an image sequence into constituent parts. This is useful for creating GIF or MNG animation sequences. The input sequence is specified by first_ and last_, and the deconstruted images are returned via deconstructedImages
displayImages	InputIterator first_, InputIterator last_	Display a sequence of image frames. Through use of a pop-up menu, image frames may be selected in succession. This feature is fully supported under X11 but may have only limited support in other environments. Caution: if an image format is is not compatable with the display visual (e.g. JPEG on a colormapped display) then the original image will be altered. Use a copy of the original if this is a problem.

Merge a sequence of image frames which represent image

ImageMagick

flattenImages	Image *flattendImage_, InputIterator first_, InputIterator last_	layers into a single composited representation. The flattendImage_ parameter points to an existing Image to update with the flattened image. This function is useful for combining Photoshop layers into a single image.
mapImages	<pre>InputIterator first_, InputIterator last_, const Image& mapImage_, bool dither_, bool measureError_ = false</pre>	Replace the colors of a sequence of images with the closest color from a reference image. Set dither_ to true to enable dithering. Set measureError_ to true in order to evaluate quantization error.
montageImages	Container *montageImages_, InputIterator first_, InputIterator last_, const Montage &montageOpts_	Create a composite image by combining several separate image frames. Multiple frames may be generated in the output container montageImages_ depending on the tile setting and the number of image frames montaged. Montage options are provided via the parameter montageOpts Options set in the first image frame (backgroundColor,borderColor, matteColor, penColor,font, and fontPointsize) are also used as options by montageImages().
morphImages	Container *morphedImages_, InputIterator first_, InputIterator last_, unsigned int frames_	Morph a seqence of image frames. This algorithm expands the number of image frames (output to the container morphedImages_) by adding the number of intervening frames specified by frames_ such that the original frames morph (blend) into each other when played as an animation.
mosaicImages	Image *mosaicImage_, InputIterator first_, InputIterator last_	Inlay a number of images to form a single coherent picture. The mosicImage_ argument is updated with a mosaic constructed from the image sequence represented by first_ through last
readImages	Container *sequence_, const std::string &imageSpec_	Read a sequence of image frames into existing container (appending to container sequence_) with image names specified in the string imageSpec
	Container *sequence_, const Blob &blob_	Read a sequence of image frames into existing container (appending to container sequence_) from Blob blob
		Write images in container to file specified by string imageSpec Set adjoin_ to false to write a set of image

writeImages	<pre>InputIterator first_, InputIterator last_, const std::string &imageSpec_, bool adjoin_ = true</pre>	<pre>imageSpec_ (e.g. image%02d.miff). The wildcard must be one of %0Nd, %0No, or %0Nx. Caution: if an image format is selected which is capable of supporting fewer colors than the original image or quantization has been requested, the original image will be quantized to fewer colors. Use a copy of the original if this is a problem.</pre>
	<pre>InputIterator first_, InputIterator last_, Blob *blob_, bool adjoin_ = true</pre>	Write images in container to in-memory BLOB specified by Blob blob Set adjoin_ to false to write a set of image frames via a wildcard imageSpec_ (e.g. image%02d.miff). Caution: if an image format is selected which is capable of supporting fewer colors than the original image or quantization has been requested, the original image will be quantized to fewer colors. Use a copy of the original if this is a problem.
quantizeImages	<pre>InputIterator first_, InputIterator last_,</pre>	Quantize colors in images using current quantization settings. Set measureError_ to true in
quantizermages	bool measureError_ =	Set measureshipt_ to the in

order to measure quantization error.

frames via a wildcard

Magick++ Unary Function Objects

 ${\tt Magick}{\tt ++}$ unary function objects inherit from the STL unary_function template class . The STL unary_function template class is of the form

unary_function<Arg, Result>

and expects that derived classes implement a method of the form:

Result operator()(Arg argument_);

false

which is invoked by algorithms using the function object. In the case of unary function objects defined by Magick++, the invoked function looks like:

void operator()(Image &image_);

with a typical implementation looking similar to:

void operator()(Image &image_)
{
 image_.contrast(_sharpen);
}

where contrast is an Image method and _sharpen is an argument stored within the function object by its contructor. Since constructors may be polymorphic, a given function object may have several constructors and selects the appropriate Image method based on the arguments supplied.

In essence, unary function objects (as provided by Magick++) simply provide the means to construct an object which caches arguments for later use by an algorithm designed for use with unary function objects. There is a unary function object corresponding each algorithm provided by the Image class and there is a contructor available compatable with each synonymous method in the Image class.

The unary function objects that Magick++ provides to support manipulating images are shown in the following table:

Magick++ Unary Function Objects For Image Manipulation

5		5 1
Function Object	Constructor Signatures(s)	Description
addNoiseImage	NoiseType noiseType_	Add noise to image with specified noise type.
annotateImage	const std::string &text_,	Annotate with text using specified text, bounding area, placement gravity, and rotation. If
	const Geometry &location_	boundingArea_ is invalid, then bounding area is entire image.
	std::string text_, const Geometry &boundingArea_, GravityType gravity_	Annotate using specified text, bounding area, and placement gravity. If boundingArea_ is invalid, then bounding area is entire image.
	const std::string &text_, const Geometry	Annotate with text using specified text, bounding area, placement gravity, and rotation. If
	&boundingArea_, GravityType gravity_, double degrees_,	boundingArea_ is invalid, then bounding area is entire image.
	const std::string &text_, GravityType gravity_	Annotate with text (bounding area is entire image) and placement gravity.
blurImage	const double radius_ = 1, const double sigma_ = 0.5	Blur image. The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.
borderImage	<pre>const Geometry &geometry_ = "6x6+0+0"</pre>	Border image (add border to image). The color of the border is specified by the borderColor attribute.
abavaaal Twaa-	const double radius = 1,	Charcoal effect image (looks like charcoal sketch). The radius_ parameter specifies the radius of the Gaussian, in
charcoalImage	const double factus_ = 1,	Tautus OI LINE GaussidII, III

	const double sigma_ = 0.5	pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.
chopImage	const Geometry &geometry_	Chop image (remove vertical or horizontal subregion of image)
colorizeImage	<pre>const unsigned int opacityRed_, const unsigned int opacityGreen_, const unsigned int opacityBlue_, const Color &penColor_</pre>	Colorize image with pen color, using specified percent opacity for red, green, and blue quantums.
	const unsigned int opacity_, const Color &penColor_	Colorize image with pen color, using specified
		percent opacity.
commentImage	const std::string &comment_	Comment image (add comment string to image). By default, each image is commented with its file name. Use this method to assign a specific comment to the image. Optionally you can include the image filename, type, width, height, or other image attributes by embedding special format characters.
compositeImage		Compose an image onto another at specified offset and using specified algorithm
	const Image &compositeImage_, const Geometry &offset_, CompositeOperator compose_ = InCompositeOp	·
condenseImage	void	Condense image (Re-run-length encode image in memory).
contrastImage	unsigned int sharpen_	Contrast image (enhance intensity differences in image)
cropImage	const Geometry &geometry_	Crop image (subregion of original image)
cycleColormap- Image	int amount_	Cycle image colormap
despeckleImage	void	Despeckle image (reduce speckle noise)
drawImage	const Drawable &drawable_	Draw shape or text on image.

const std::list <drawa &drawable_</drawa 		Draw shapes or text on image using a set of Drawable objects contained in an STL list. Use of this method improves drawing
		performance and allows batching draw objects together in a list for repeated use.
edgeImage	unsigned int radius_ = 0.0	Edge image (hilight edges in image). The radius is the radius of the pixel neighborhood Specify a radius of zero for automatic radius selection.
embossImage	const double radius_ = 1, const double sigma_ = 0.5	Emboss image (hilight edges with 3D effect). The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the
		center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.
enhanceImage	void	Enhance image (minimize noise)
equalizeImage	void	Equalize image (histogram equalization)
flipImage	void	Flip image (reflect each scanline in the vertical direction)
floodFill- ColorImage	unsigned int x_, unsigned int y_, const Color &fillColor_	Flood-fill color across pixels that match the color of the target pixel and are neighbors of the target pixel. Uses current fuzz setting when determining color match.
	const Geometry &point_, const Color &fillColor_	
	unsigned int x_, unsigned int y_, const Color &fillColor_, const Color &borderColor_	Flood-fill color across pixels starting at target-pixel and stopping at pixels matching specified border color. Uses current fuzz setting when determining color match.
	<pre>const Geometry &point_, const Color &fillColor_, const Color &borderColor_</pre>	
floodFill-	unsigned int x_, unsigned	Flood-fill texture across pixels that match the color of the target pixel and are

22 C++ API Methods

TextureImage	int y_, const Image &texture_	neighbors of the target pixel. Uses current fuzz setting when determining color match.
	const Geometry &point_, const Image &texture_	
	unsigned int x_, unsigned int y_, const Image &texture_, const Color &borderColor_	Flood-fill texture across pixels starting at target-pixel and stopping at pixels matching specified border color. Uses current fuzz setting when determining color match.
	<pre>const Geometry &point_, const Image &texture_, const Color &borderColor_</pre>	
flopImage	void	Flop image (reflect each scanline in the horizontal direction)
frameImage	<pre>const Geometry &geometry_ = "25x25+6+6"</pre>	Add decorative frame around image
	<pre>unsigned int width_, unsigned int height_, int x_, int y_, int innerBevel_ = 0, int outerBevel_ = 0</pre>	
gammaImage	double gamma_	Gamma correct image (uniform red, green, and blue correction).
gammaImage	double gamma_ double gammaRed_, double gammaGreen_, double gammaBlue_	(uniform red, green, and
	double gammaRed_, double gammaGreen_, double gammaBlue_	<pre>(uniform red, green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For</pre>
	double gammaRed_, double gammaGreen_, double	<pre>(uniform red, green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For</pre>
	double gammaRed_, double gammaGreen_, double gammaBlue_	<pre>(uniform red, green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For example, a width of one gives a (standard) 3x3 convolution mask. The standard deviation of the Gaussian bell curve is</pre>
gaussianBlurImage	double gammaRed_, double gammaGreen_, double gammaBlue_ double width_, double sigma_	<pre>(uniform red, green, and blue correction). Gamma correct red, green, and blue channels of image. Gaussian blur image. The number of neighbor pixels to be included in the convolution mask is specified by 'width_'. For example, a width of one gives a (standard) 3x3 convolution mask. The standard deviation of the Gaussian bell curve is specified by 'sigma_'. Implode image (special</pre>

		is @, the image label is read from a file titled by the remaining characters in the string. When converting to Postscript, use this option to specify a header string to print above the image.
layerImage	LayerType layer_	Extract layer from image. Use this option to extract a particular layer from the image. MatteLayer, for example, is useful for extracting the opacity values from an image.
magnifyImage	void	Magnify image by integral size
mapImage	const Image &mapImage_ , bool dither_ = false	Remap image colors with closest color from reference image. Set dither_ to true in to apply Floyd/Steinberg error diffusion to the image. By default, color reduction chooses an optimal set of colors that best represent the original image. Alternatively, you can choose a particular set of colors from an image file with this option.
matteFloodfill- Image	<pre>const Color ⌖_, unsigned int matte_, int x_, int y_, PaintMethod method_</pre>	Floodfill designated area with a matte value
medianFilterImage	const double radius_ = 0.0	Filter image by replacing each pixel component with the median color in a circular neighborhood
minifyImage	void	Reduce image by integral size
modulateImage	double brightness_, double saturation_, double hue_	Modulate percent hue, saturation, and brightness of an image
negateImage	bool grayscale_ = false	Negate colors in image. Replace every pixel with its complementary color (white becomes black, yellow becomes blue, etc.). Set grayscale to only negate grayscale values in image.
normalizeImage	void	Normalize image (increase contrast by normalizing the pixel values to span the full range of color values).

oilPaintImage	unsigned int radius_ = 3	Oilpaint image (image looks like oil painting)
opacityImage	unsigned int opacity_	Set or attenuate the opacity channel in the image. If the image pixels are opaque then they are set to the specified opacity value, otherwise they are blended with the supplied opacity value. The value of opacity_ ranges from 0 (completely opaque) to MaxRGB. The defines OpaqueOpacity and TransparentOpacity are available to specify completely opaque or completely transparent, respectively.
opaqueImage	const Color &opaqueColor_, const Color &penColor_	Change color of pixels matching opaqueColor_ to specified penColor
quantizeImage	bool measureError_ = false	Quantize image (reduce number of colors). Set measureError_ to true in order to calculate error attributes.
raiseImage	<pre>const Geometry &geometry_ = "6x6+0+0", bool raisedFlag_ = false</pre>	
reduceNoise- Image	void	Reduce noise in image using a noise peak elimination filter.
	unsigned int order_	
rollImage	int columns_, int rows_	Roll image (rolls image vertically and horizontally) by specified number of columnms and rows)
rotateImage	double degrees_	Rotate image counter-clockwise by specified number of degrees
sampleImage	const Geometry &geometry_	Resize image by using pixel sampling algorithm
scaleImage	const Geometry &geometry_	Resize image by using simple ratio algorithm
		Segment (coalesce similar image components) by analyzing the histograms of the color components and

segmentImage	<pre>double clusterThreshold_ = 1.0, double smoothingThreshold_ = 1.5</pre>	identifying units that are homogeneous with the fuzzy c-means technique. Also uses quantizeColorSpace and verbose image attributes. Specify clusterThreshold_, as the number of pixels each cluster must exceed the cluster threshold to be considered valid. SmoothingThreshold_ eliminates noise in the second derivative of the histogram. As the value is increased, you can expect a smoother second derivative. The default is 1.5.
shadeImage	<pre>double azimuth_ = 30, double elevation_ = 30, bool colorShading_ = false</pre>	Shade image using distant light source. Specify azimuth_ and elevation_ as the position of the e light source. By default, the shading results as a grayscale image Set colorShading_ to true to shade the red, green, and blue components of the image.
sharpenImage	const double radius_ = 1, const double sigma_ = 0.5	Sharpen pixels in image. The radius_ parameter specifies the radius of the Gaussian, in pixels, not counting the center pixel. The sigma_ parameter specifies the standard deviation of the Laplacian, in pixels.
shaveImage	const Geometry &geometry_	Shave pixels from image edges.
shearImage	double xShearAngle_, double yShearAngle_	Shear image (create parallelogram by sliding image by X or Y axis). Shearing slides one edge of an image along the X or Y axis, creating a parallelogram. An X direction shear slides an edge along the X axis, while a Y direction shear slides an edge along the Y axis. The amount of the shear is controlled by a shear angle. For X direction shears, x degrees is measured relative to the Y axis, and similarly, for Y direction shears y degrees is measured relative to the X axis. Empty triangles left over from shearing the image

		are filled with the color defined as borderColor.
solarizeImage	double factor_	Solarize image (similar to effect seen when exposing a photographic film to light during the development process)
spreadImage	unsigned int amount_ = 3	Spread pixels randomly within image by specified amount
steganoImage	const Image &watermark_	Add a digital watermark to the image (based on second image)
stereoImage	const Image &rightImage_	Create an image which appears in stereo when viewed with red-blue glasses (Red image on left, blue on right)
swirlImage	double degrees_	Swirl image (image pixels are rotated by degrees)
textureImage	const Image &texture_	Layer a texture on image background
thresholdImage	double threshold_	Threshold image
transformImage	const Geometry &imageGeometry_	Transform image based on image and crop geometries.
		Crop geometry is optional.
	const Geometry &imageGeometry_, const Geometry &cropGeometry_	
transparentImage	const Color &color_	Add matte image to image, setting pixels matching color to transparent.
trimImage	void	Trim edges that are the background color from the image.
waveImage	double amplitude_ = 25.0, double wavelength_ = 150.0	Alter an image along a sine wave.
zoomImage	const Geometry &geometry_	Zoom image to specified size.

Function objects are available to set attributes on image frames which are equivalent to methods in the Image object. These function objects allow setting an option across a range of image frames using for_each().

The following code is an example of how the color 'red' may be set to transparent in a GIF animation:

list<image> images; readImages(&images, "animation.gif"); for_each (images.begin(), images.end(), transparentImage("red")); writeImages(images.begin(), images.end(), "animation.gif");

The available function objects for setting image attributes are

Image Image Attributes

Attribute	Туре	Constructor Signature(s)	Description
adjoinImage	bool	bool flag_	Join images into a single multi-image file.
antiAliasImage	bool	bool flag_	Control antialiasing of rendered Postscript and Postscript or TrueType fonts. Enabled by default.
animation- DelayImage	unsigned int (0 to 65535)	unsigned int delay_	Time in 1/100ths of a second (0 to 65535) which must expire before displaying the next image in an animated sequence. This option is useful for regulating the animation of a sequence of GIF images within Netscape.
animation- IterationsImage	unsigned int	unsigned int iterations_	Number of iterations to loop an animation (e.g. Netscape loop extension) for.
background- ColorImage	Color	const Color &color_	Image background color
background- TextureImage	std::string	const string &texture_	Image to use as background texture.
borderColor- Image	Color	const Color &color_	Image border color
boxColorImage	Color	const Color &boxColor_	Base color that annotation text is rendered on.
chroma- BluePrimaryImage	float x & y	float x_, float Y_	Chromaticity blue primary point (e.g. x=0.15, y=0.06)
chroma- GreenPrimaryImage	e float x & y	float x_, float Y_	Chromaticity green primary point (e.g. x=0.3, y=0.6)
chroma- RedPrimaryImage	float x & y	float x_, float Y_	Chromaticity red primary point (e.g. x=0.64, y=0.33)

22 C++ API Methods

chroma- WhitePointImage	float x & y	float x_, float Y_	Chromaticity white point (e.g. x=0.3127, y=0.329)
colorFuzzImage	double	double fuzz_	Colors within this distance are considered equal. A number of algorithms search for a target color. By default the color must be exact. Use this option to match colors that are close to the target color in RGB space.
colorMapImage	Color	unsigned int index_, const Color &color_	Color at color-pallet index.
colorSpaceImage	ColorspaceType	ColorspaceType colorSpace_	The colorspace (e.g. CMYK) used to represent the image pixel colors. Image pixels are always stored as RGB(A) except for the case of CMY(K).
compressType- Image	CompressionType	CompressionType compressType_	Image compresion type. The default is the compression type of the specified image file.
densityImage	Geometry (default 72x72)	const Geometry &density_	Vertical and horizontal resolution in pixels of the image. This option specifies an image density when decoding a Postscript or Portable Document page. Often used with psPageSize.
depthImage	unsigned int (8 or 16)	unsigned int depth_	Image depth. Used to specify the bit depth when reading or writing raw images or thwn the output format supports multiple depths. Defaults to the quantum depth that ImageMagick is compiled with.
endianImage	EndianType	EndianType endian_	Specify (or obtain) endian option for formats which support it.

const

fileNameImage	std::string	std::string &fileName_	Image file name.
fillColorImage	Color	const Color &fillColor_	Color to use when filling drawn
filterTypeImage	FilterTypes	FilterTypes filterType_	objects Filter to use when resizing image. The reduction filter employed has a sigificant effect on the time required to resize an image and the resulting quality. The default filter is Lanczos which has been shown to produce good results when reducing images.
fontImage	std::string	const std::string &font_	Text rendering font. If the font is a fully qualified X server font name, the font is obtained from an X server. To use a TrueType font, precede the TrueType filename with an @. Otherwise, specify a Postscript font name (e.g. "helvetica").
fontPointsize- Image	unsigned int	unsigned int pointSize_	Text rendering font point size
gifDispose- MethodImage	<pre>unsigned int { 0 = Disposal not specified, 1 = Do not dispose of graphic, 3 = Overwrite graphic with background color, 4 = Overwrite graphic with previous graphic. }</pre>	unsigned int disposeMethod_	GIF disposal method. This option is used to control how successive frames are rendered (how the preceding frame is disposed of) when creating a GIF animation.
			The type of interlacing scheme (default NoInterlace). This option is used to specify the type of interlacing scheme for raw image formats such as RGB or YUV. NoInterlace means do not interlace, LineInterlace uses

22 C++ API Methods

interlace- TypeImage	InterlaceType	InterlaceType interlace_	scanline interlacing, and PlaneInterlace uses plane interlacing. PartitionInterlace is like PlaneInterlace except the different planes are saved to individual files (e.g. image.R, image.G, and image.B). Use LineInterlace or PlaneInterlace to create an interlaced GIF or progressive JPEG image.		
isValidImage	bool	bool isValid_	Set image validity. Valid images become empty (inValid) if argument is false.		
labelImage	std::string	const std::string &label_	Image label		
lineWidthImage	double	double lineWidth_	Line width for drawing lines, circles, ellipses, etc. See Drawable.		
magickImage	std::string	const std::string &magick_	Get image format (e.g. "GIF")		
matteImage	bool	bool matteFlag_	True if the image has transparency. If set True, store matte channel if the image has one otherwise create an opaque one.		
matteColorImage	Color	const Color &matteColor_	Image matte (transparent) color		
monochrome- Image	bool	bool flag_	Transform the image to black and white		
			Preferred size and location of an image canvas.		
pageImage	Geometry	const Geometry &pageSize_	Use this option to specify the dimensions and position of the Postscript page in dots per inch or a TEXT page in pixels.		
		~p~90012C_	This option is typically used in concert with density.		

			Page may also be used to position a GIF image (such as for a scene in an animation)
penColorImage	Color	const Color	Pen color to use when annotating on
		&penColor_	or drawing on image.
penTextureImage	Image	const Image & penTexture_	Texture image to paint with (similar
			to penColor).
pixelColorImage	Color	unsigned int x_, unsigned int y_, const Color &color_	Get/set pixel color at location x & y.
psPageSizeImage	Geometry	const Geometry &pageSize_	Postscript page size. Use this option to specify the dimensions of the Postscript page in dots per inch or
		upugebine_	a TEXT page in pixels. This option is typically used in concert with density.
qualityImage	unsigned int (0 to 100)	unsigned int quality_	JPEG/MIFF/PNG compression level
			(default 75).
quantize- ColorsImage	unsigned int	unsigned int colors_	Preferred number of colors in the image. The actual number of colors in the image may be less than your request, but never more. Images with less unique colors than specified with this option will have any duplicate or unused colors removed.
quantize- ColorSpaceImage	ColorspaceType	ColorspaceType colorSpace_	Colorspace to quantize colors in (default RGB). Empirical evidence suggests that distances in color spaces such as YUV or YIQ correspond to perceptual color differences more closely than do distances in RGB space. These color spaces may give better results when

			color reducing an image.
quantize- DitherImage	bool	bool flag_	Apply Floyd/Steinberg error diffusion to the image. The basic strategy of dithering is to trade intensity resolution for spatial resolution by averaging the intensities of several neighboring pixels. Images which suffer from severe contouring when reducing colors can be improved with this option. The quantizeColors or monochrome option must be set for this option to take effect.
quantize- TreeDepthImage	unsigned int (0 to 8)	unsigned int treeDepth_	Depth of the quantization color classification tree. Values of 0 or 1 allow selection of the optimal tree depth for the color reduction algorithm. Values between 2 and 8 may be used to manually adjust the tree depth.
rendering- IntentImage	RenderingIntent	RenderingIntent render_	The type of rendering intent
resolution- UnitsImage	ResolutionType	ResolutionType units_	Units of image resolution
sceneImage	unsigned int	unsigned int scene_	Image scene number
sizeImage	Geometry	const Geometry &geometry_	Width and height of a raw image (an image which does not support width and height information). Size may also be used to affect the image size read from a multi-resolution format (e.g. Photo CD, JBIG, or JPEG.
strokeColorImage	Color	const Color &strokeColor_	Color to use when drawing object outlines

subImageImage	unsigned int	unsigned int subImage_	Subimage of an image sequence		
subRangeImage	unsigned int	unsigned int subRange	Number of images relative to the base		
		subkange_	image		
tileNameImage	std::string	const std::string &tileName_	Tile name		
typeImage	ImageType	ImageType type_	Image storage type.		
verboseImage	bool	bool verboseFlag_	Print detailed information about		
		Verboser rag_	the image		
viewImage	std::string	const std::string &view_	FlashPix viewing parameters.		
xllDisplayImage	std::string (e.g. "hostname:0.0")	const std::string &display_	X11 display to display to, obtain fonts from, or to		
			capture image from		

Query Image Format Support

Magick++ provides the coderInfoList() function to support obtaining information about the image formats supported by ImageMagick. Support for image formats in ImageMagick is provided by modules known as "coders". A user-provided container is updated based on a boolean truth-table match. The truth-table supports matching based on whether ImageMagick can read the format, write the format, or supports multiple frames for the format. A wildcard specifier is supported for any "don't care" field. The data obtained via coderInfoList() may be useful for preparing GUI dialog boxes or for deciding which output format to write based on support within the ImageMagick build.

```
The definition of coderInfoList is:
```

22 C++ API Methods

```
CoderInfo::AnyMatch,
                             CoderInfo::MatchType isMultiFrame_ =
CoderInfo::AnyMatch
                            );
The following example shows how to retrieve a list of all of the coders
which support reading images and print the coder attributes (all listed
formats will be readable):
  list<CoderInfo> coderList;
  coderInfoList( &coderList,
                                                  // Reference to output list
                      CoderInfo::TrueMatch, // Match readable formats
CoderInfo::AnyMatch, // Don't care about writable formats
CoderInfo::AnyMatch); // Don't care about multi-frame
support
   list<CoderInfo>::iterator entry = coderList.begin();
   while( entry != coderList.end() )
   {
     cout << entry->name() << ": (" << entry->description() << ") : ";</pre>
     cout << "Readable = ";</pre>
     if ( entry->isReadable() )
  cout << "true";</pre>
     else
     cout << "false";
cout << ", ";
cout << "Writable = ";</pre>
     if ( entry->isWritable() )
  cout << "true";</pre>
     else
       cout << "false";</pre>
     cout << ", ";
     cout << "Multiframe = ";</pre>
     if ( entry->isMultiframe() )
  cout << "true";</pre>
     else
       cout << "false";</pre>
     cout << endl;</pre>
    }
```

22.11 Magick::TypeMetric

The TypeMetric class provides the means to pass data from the Image class's TypeMetric method to the user. It provides information regarding font metrics such as ascent, descent, text width, text height, and maximum horizontal advance. The units of these font metrics are in pixels, and that the metrics are dependent on the current Image font (default Ghostscript's "Helvetica"), pointsize (default 12 points), and x/y resolution (default 72 DPI) settings.

The pixel units may be converted to points (the standard resolution-independent measure used by the typesetting industry) via the following equation:

size_points = (size_pixels * 72)/resolution

where resolution is in dots-per-inch (DPI). This means that at the default image resolution, there is one pixel per point.

Note that a font's pointsize is only a first-order approximation of the font height (ascender + descender) in points. The relationship between the specified pointsize and the rendered font height is determined by the font designer.

See FreeType Glyph Conventions for a detailed description of font metrics related issues.

The methods available in the TypeMetric class are shown in the following table:

TypeMetric Methods

Method	Returns	Units	Signature	Description
ascent	double	Pixels	void	Returns the distance in pixels from the text baseline to the highest/upper grid coordinate used to place an outline point. Always a positive value.
descent	double	Pixels	void	Returns the the distance in pixels from the baseline to the lowest grid coordinate used to place an outline point. Always a negative value.
textWidth	double	Pixels	void	Returns text width in pixels.
textHeight	double	Pixels	void	Returns text height in pixels.
maxHorizontalAdvance	double	Pixels	void	Returns the maximum horizontal advance (advance from the beginning of a character to the beginning of the next character) in pixels.

22.12 Special Format Characters

The Magick::Image methods annotate, draw, label, and the template function montageImages support special format characters contained in the argument text. These format characters work similar to C's printf. Whenever a format character appears in the text, it is replaced with the equivalent attribute text. The available format characters are shown in the following table.

Format Characters

Format	Character	Description
	%b	file size
	%d	directory
	%e	filename extension
	%f	filename
	%h	height
	%m	magick (e.g GIF)
	%p	page number
	%s	scene number
	%t	top of filename
	%w	width
	%x	x resolution
	%у	y resolution
	∖n	newline
	\r	carriage return

23.1 Image::Magick Attributes

An image has certain attributes associated with it such as width, height, number of colors in the colormap, page geometry, and others. Many of the image methods allow you to set relevant attributes directly in the method call, or you can use Set(), as in:

```
$image->Set(loop=>100);
$image->[$x]->Set(dither=>1);
```

To get an imageattribute, use Get():

(\$width, \$height, \$depth) = \$image->Get('width', 'height', 'depth'); \$colors = \$image->[2]->Get('colors');

The methods GetAttribute() and SetAttribute() are aliases for Get() and Set() and may be used interchangeably.

Following is a list of image attributes acceptable to either Set() or Get() as noted.

adjoin join images into a single multi-image file.

\$image->Set(adjoin=>boolean)
\$image->Get('adjoin')

Certain file formats accept multiple images within a single file (e.g. a GIF animation). If adjoin is value other than 0 and the image is a multi-image format, multiple reads to the same image object will join the images into a single file when you call the Write() method. Set adjoin to 0 if you do not want the images output to a single file.

antialias remove pixel aliasing.

\$image->Set(antialias=>boolean)
\$image->Get('antialias')

The visible effect of antialias is to blend the edges of any text or graphics with the image background. This attribute affects how text and graphics are rendered when certain image formats are read (e.g. Postscript or SVG) or when certain Image::Magick methods are called (e.g. Annotate() or Draw()).

background image background color.

\$image->Set(background=>color-name)
\$image->Get('background')

This attribute sets (or gets) the background color of an image. Image formats such as GIF, PICT, PNG, and WMF retain the background color information.

base-filename base image filename (before transformations).

\$image->Get('base-filename")

The original filename is returned as a string.

base-height base image height (before transformations).

\$image->Get('base-height')

This attribute returns the original height of image before any resizing operation.

base-width base image width (before transformations).

\$image->Get('base-width')

This attribute returns the original width of image before any resizing operation.

blue-primary chromaticity blue primary point.

\$image->Set(blue-primary=>x-value,y-value)
\$image->Get('blue-primary')

This attribute sets or returns the chromaticity blue primary point. This is a color management option.

cache-threshold cache threshold.

\$image->Set(cache-threshold=>integer)
\$image->Get('cache-threshold')

Image pixels are stored in your computer's memory until it has been consumed or the cache threshold is exceeded. Subsequent pixel operations are cached to disk. Operations to memory are significantly faster, but if your computer does not have a sufficient amount of free memory to read or transform an image, you may need to set this threshold to a small megabyte value (e.g. 32). Use 0 to cache all images to disk.

class image class.

\$image->Get('class')

A Direct class image is a continuous tone image and is stored as a sequence of red-green-blue and optional opacity intensity values. A Pseudo class image is an image with a colormap, where the image is stored as a map of colors and a sequence of indexes into the map.

clip-mask associate a clip mask with the image.

\$image->Set('clip-mask'=>image)
\$image->Get('clip-mask')

Clip-mask associates a clip mask with the image.

colormap color of a particular colormap entry.

\$image->Set('colormap[\$i]'=>color-name)
\$image->Get('colormap[\$i]')

This attribute returns the red, green, blue, and opacity values at colormap position \$*i*. You can set the color with a colorname (e.g. red) or color hex value (e.g. #ccbdbd).

colors number of distinct colors in the image.

\$image->Get('colors')

This attribute returns the number of distinct colors in the image.

comment image comment.

\$image->Set('comment')

Return the image comment.

compression type of compression.

\$image->Set(compression=>string)
\$image->Get('compression')

Compression defaults to the compression type of the image when it was first read. The value of compression can be one of the following:

None	BZip	Fax
Group4	JPEG	LosslessJPEG
LZW	RLE	Zip

If you set a compression type that is incompatible with the output file type, a compatible compression value is used instead (e.g. a PNG image ignores a compression value of JPEG and saves with Zip compression).

delay interframe delay.

\$image->Set(delay=>integer)
\$image->Get('delay')

Delay regulates the playback speed of a sequence of images. The value is the number of hundredths of a second that must pass before displaying the next image. The default is 0 which means there is no delay and the animation will play as fast as possible.

density image resolution.

\$image->Set(density=>geometry)
\$image->Get('density')

This attribute to set the horizontal and vertical resolution of an image. Use attribute units to define the units of resolution. The default is 72 dots-per-inch.

depth color component depth.

\$image->Get('depth')

Return the color component depth of the image, either 8 or 16. A depth of 8 represents color component values from 0 to 255 while a depth of 16 represents values from 0 to 65535.

directory thumbnail names of an image montage.

\$image->Get('directory')

A montage is one or more image thumbnails regularly spaced across a color or textured background created by the Montage() method or *montage* program. Directory returns the filenames associated with each thumbnail.

dispose GIF disposal method.

\$image->Set(dispose=>0, 1, 2, 3)
\$image->Get('dispose')

The dispose attribute sets the GIF disposal method that defines how an image is refreshed when flipping between scenes in a sequence. The disposal methods are defined as:

0	replace one full-size, non-transparent frame with another
1	any pixels not covered up by the next frame continue to display
2	background color or background tile shows through transparent pixels
3	restore to the state of a previous, undisposed frame

dither apply dithering to the image.

\$image->Set(dither=>boolean)
\$image->Get('dither')

Color reduction is performed implicitly when an image is converted from a file format that allows many colors to one that allows fewer (e.g. JPEG to GIF). Dithering helps smooth out the apparent contours produced when sharply reducing colors. The default is to dither an image during color reduction.

error mean error per pixel.

\$image->Get('error')

This value reflects the mean error per pixel introduced when reducing the number of colors in an image either implicitedly or explicitly:

- 1. Explicitly, when you use the Quantize() method.
- 2. Implicitly, when an image is converted from a file format that allows many colors to one that allows fewer (e.g. JPEG to GIF).

The mean error gives one measure of how well the color reduction algorithm performed and how similiar the color reduced image is to the original.

file Perl filehandle.

\$image->Set(file=>filehandle)
\$image->Get('file')

The Read() and Write() methods accept an already opened Perl filehandle and the image is read or written directly from or to the specified filehandle.

filename filename of image.

\$image->Set(filename=>string)
\$image->Get('filename')

The default filename is the name of the file from which the image was read. Write() accepts a filename as a parameter, however, if you do not specify one, it uses the name defined by the filename attribute. For example:

filesize size of file in bytes.

\$image->Get('filesize')

Returns the number of bytes the image consumes in memory or on disk.

font text font.

\$image->Set(font=>string)
\$image->Get('font')

Both Annotate() and Draw() require a font to render text to an image. A font can be Truetype (Arial.ttf), Postscript (Helvetica), or a fully-qualified X11 font (-*-helvetica-medium-r-*-*-12-*-*-**-*-iso8859-*) name.

format descriptive image format.

\$image->Get('format')

Attribute magick returns the abbreviated image format (e.g. JPEG) while format returns more descriptive text about the format (e.g. Joint Photographic Experts Group JFIF format).

fuzz close colors are treated as equal.

\$image->Set(fuzz=>integer)
\$image->Get('fuzz')

A number of image methods (e.g. ColorFloodfill()) compare a target color to a color within the image. By default these colors must match exactly. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two different colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color.

gamma image gamma.

\$image->Set(gamma=>float)
\$image->Get('gamma')

Set or return the image gamma value. Unlike Gamma() that actually applies the gamma value to the image pixels, here we just set the value. This is useful if the correct gamma is already known about a particular image.

geometry shortcut for specifying width and height.

\$image->Set(geometry=>geometry)
\$image->Get('geometry')

The geometry attribute is a convenient way to specify the width, height, and any offset of an image region as a single string. For example,

geometry=>'640x80'

is equivalent to:

```
width=>640, height=>480
```

To refer to a 20 x 20 region of pixels starting at coordinate (100, 150), use:

geometry=>'20x20+100+150'

gravity type of gravity.

\$image->Set(gravity=>string)
\$image->Get('gravity')

Gravity defaults to NorthWest. The value of gravity can be one of the following:

NorthWest North NorthEast West Center East SouthWest South SouthEast

green-primary chromaticity green primary point.

\$image->Set(green-primary=>x-value,y-value)
\$image->Get('green-primary')

This attribute sets or returns the chromaticity green primary point. This is a color management option.

height image height.

\$image->Get('height')

This attribute returns the height (in pixel rows) of the image.

index colormap index at a particular pixel location.

\$image->Set('index[\$x, \$y]'=>color-name)
\$image->Get('index[\$x, \$y]')

This attribute sets or returns the colormap index at position (x, y). The result is undefined if the image does not have a colormap or the specified location lies outside the the image area.

ICM color information profile.

\$image->Get('ICM')

This attribute returns the color information profile.

id ImageMagick registry ID.

\$image->Get('id')

This attribute returns the ImageMagick registry ID. The registry allows for persistent images that can later be referenced as a filename (e.g. registry:0xbd).

interlace type of interlacing scheme.

\$image->Set(interlace=>string)
\$image->Get('interlace')

The interlace attribute allows you to specify the interlacing scheme used by certain image formats such as GIF, JPEG, RGB, and CMYK. The default is None but can be any of the following:

None	no interlacing
Line	scanline interlacing
Plane	plane interlacing
Partition	partition interlacing

IPTC newswire information profile.

\$image->Get('IPTC')

This attribute returns the newswire information profile.

label image label.

\$image->Set(label=>string)
\$image->Get('label')

Use labels to optionally annotate a Postscript or PDF image or the thumbnail images of a montage created by the Montage() method or *montage* program. A label can include any of the special formatting characters described in the Comment() method description.

loop add loop extension to your image sequence.

\$image->Set(loop=>integer)
\$image->Get('loop')

The loop attribute adds the Netscape looping extension to an image sequence. A value of 0 causes the animation sequence to loop continuously. Any other value results in the animation being repeated for the specified number of times. The default value is 1.

magick image file format.

\$image->Set(magick=>string)
\$image->Get('magick')

The default image format is whatever format the image was in when it was read. Write() accepts an image format as a parameter, however, if you do not specify one, it uses the format defined by the magick attribute. For example:

<pre>\$image->Read('logo.gif');</pre>					
<pre>\$image->Write();</pre>	#	write	image	as	GIF
<pre>\$image->Set(magick=>'PNG');</pre>					
<pre>\$image->Write();</pre>	#	write	image	as	PNG

matte transparency boolean.

\$image->Set(matte=>boolean)
\$image->Get('matte')

Some images have a transparency mask associated with each pixel ranging from opaque (pixel obscures background) to fully transparent (background shows thru). The transparency mask, if it exists, is ignored if the matte attribute is 0 and all pixels are treated as opaque.

maximum-error normalized maximum mean error per pixel.

\$image->Get('maximum-error')

This value reflects the normalized maximum per pixel introduced when reducing the number of colors in an image either implicitedly or explicitly:

- 1. Explicitly, when you use the Quantize() method.
- 2. Implicitly, when an image is converted from a file format that allows many colors to one that allows fewer (e.g. JPEG to GIF).

The normalized maximum error gives one measure of how well the color reduction algorithm performed and how similiar the color reduced image is to the original.

mean-error normalized mean mean error per pixel.

\$image->Get('mean-error')

This value reflects the normalized mean per pixel introduced when reducing the number of colors in an image either implicitedly or explicitly:

- 1. Explicitly, when you use the Quantize() method.
- 2. Implicitly, when an image is converted from a file format that allows many colors to one that allows fewer (e.g. JPEG to GIF).

The normalized mean error gives one measure of how well the color reduction algorithm performed and how similiar the color reduced image is to the original.

montage tile size and offset within an image montage.

\$image->Get('montage')

A montage is one or more image thumbnails regularly spaced across a color or textured background returned by the Montage() method or *montage* program. The montage attribute returns the geometry of the region associated with each image thumbnail (e.g. 160x120+10+10). This information is useful for creating image maps for dynamic web pages.

page perferred size and location of the image canvas.

\$image->Set(page=>string)
\$image->Get('page')

Page declares the image canvas size and location. Typically this is only useful for the Postscript, text, and GIF formats. The value of string can be:

Letter	Tabloid	Ledger
Legal	Statement	Executive
A3	A4	A5
B4	B5	Folio
Quarto	10x14	

or a geometry (612x792). The default value is Letter.

pointsize pointsize of a font.

\$image->Set(pointsize=>integer)
\$image->Get('pointsize')

The pointsize attribute determines how large to draw a Postscript or TrueType font with the Annotate() or Draw() methods. The default is 12.

preview type of image preview.

\$image->Set(preview=>string)
\$image->Get('preview')

Set or get the type of preview for the Preview image format.

Rotate	Shear	Roll
Hue	Saturation	Brightness
Gamma	Spiff	Dull
Grayscale	Quantize	
Despeckle	ReduceNoise	
AddNoise	Sharpen	Blur
Threshold	EdgeDetect	
Spread	Solarize	Shade
Raise	Segment	Swirl
Implode	Wave	OilPaint
CharcoalDrawing	JPEG	

Suppose we want to determine an ideal gamma setting for our image:

```
$image->Write(filename=>'model.png',preview=>'Gamma');
$image->Display();
```

quality compression level.

\$image->Set(quality=>integer)
\$image->Get('quality')

The quality attribute sets the JPEG, MIFF, MNG, or PNG compression level. The range is 0 (worst) to 100 (best). The default is 75.

Quality is a trade-off between image size and compression speed for the MIFF, MNG, and PNG formats. The higher the quality, the smaller the resulting image size but with a requisite increase in compute time. The quality value is used as two decimal digits. The "tens" digit conveys the zlib compression level and the "ones" digit conveys the PNG filter method. When the compression level is 0, the Huffman compression strategy is used, which is fast but does not necessarily obtain the worst compression. The MIFF encoder ignores the PNG filter method conveyed by the "ones" digit.

The JPEG trade-off is between image size and image appearance. A high quality returns an image nearly free of compression artifacts but with a larger image size. If you can accept a lower quality image appearance, the resulting image size would be considerably less.

red-primary chromaticity red primary point.

\$image->Set(red-primary=>x-value,y-value)
\$image->Get('red-primary')

This attribute sets or returns the chomaticity red primary point. This is a color management option.

Perceptual

rendering-intent intended rendering model.

\$image->Set(rendering-intent=>string)
\$image->Get('rendering-intent')

This is a color management option. Choose from these models:

Undefined Saturation Absolute Relative

sampling-factor image sampling factor.

\$image->Set('sampling-factor'=>geometry)
\$image->Get('sampling-factor')

Use this attribute to set the horizontal and vertical sampling factor for use by the JPEG encoder.

SCENE image scene number.

\$image->Set(scene=>integer)
\$image->Get('scene')

By default each image in a sequence has a scene number that starts at 0 and each subsequent image in the sequence increments by 1. Use scene to reset this value to whatever is appropriate for your needs.

signature SHA-256 message digest.

\$image->Get('signature')

Retrieves the SHA-256 message digest associated with the image. A signature is generated across all the image pixels. If a single pixel changes, the signature will change as well. The signature is mostly useful for quickly determining if two images are identical or if an image has been modified.

SiZE width and height of a raw image.

\$image->Set(size=>geometry)
\$image->Get('size')

Set the size attribute before reading an image from a raw data file format such as RGB, GRAY, TEXT, or CMYK (e.g. 640x480) or identify a desired resolution for Photo CD images (e.g. 768x512).

```
$image->Set(size=>'640x480');
$image->Read('gray:protein');
```

Server X server to contact.

\$image->Set(server=>string)
\$image->Get('server')

Display(), Animate(), or any X11 font use with Annotate() require contact with an X server. Use server to specify which X server to contact (e.g. mysever:0).

taint pixel change boolean.

\$image->Get('taint')

Taint returns a value other than 0 if any image pixel has modified since it was first read.

texture name of texture to tile.

\$image->Set(texture=>string)
\$image->Get('texture')

The texture attribute assigns a filename of a texture to be tiled onto the image background when any TXT or WMF image formats are read.

type image type.

\$image->Set(type=>string)
\$image->Get('type')

The image type can be any of the following

Bilevel	Grayscale	GrayscaleMatte
Palette	PaletteMatte	TrueColor
TrueColorMatte	ColorSeparation	ColorSeparationMatte
Optimize		

When getting this attribute, the value reflects the type of image pixels. For example a colormapped GIF image would most likely return Palette as the image type. You can also force a particular type with Set(). For example if you want to force your color image to black and white, use:

\$image->Set(type=>'Bilevel');

units of resolution.

\$image->Set(units=>string)
\$image->Get('units')

Return or set the units in which the image's resolution are defined. Values may be:

Undefined pixels/inch pixels/centimeter

verbose print details.

\$image->Set(verbose=>boolean)

When set, verbose causes some image operations to print details about the operation as it progresses.

white-point chromaticity white point.

```
$image->Set(white-point=>x-value,y-value)
$image->Get('white-point')
```

This attribute sets or returns the chomaticity white point. This is a color management option.

width image width.

\$image->Get('width')

Returns the width (integer number of pixel columns) of the image.

x-resolution horizontal resolution.

\$image->Get('x-resolution')

Returns the x resolution of the image in the units defined by the units attribute (e.g. 72 pixels/inch). Use the density attribute to change this value.

y-resolution vertical resolution.

\$image->Get('y-resolution')

Returns the y resolution of the image in the units defined by the units attribute (e.g. 72 pixels/inch). Use the density attribute to change this value.

23.2 Image::Magick Methods

AddNoise() add noise to an image.

```
$image->AddNoise(noise=>string)
```

This method adds random noise to the image, where string specifies one of the following types:

Uniform	Gaussian	Multiplicative
Impulse	Laplacian	Poisson

Affine Transform affine transform the image.

\$image->AffineTransform(affine=>array of float values, rotate=>rotate-angle, scale=>sx, sy, skewX=>skewangle, skewY=>skew-angle, translate=>tx, ty)

AffineTransform()

rotate Specifies a rotation of *rotate-angle* degrees about a given point.
scale Specifies a scale operation by sx and sy.
skewX Specifies a skew transformation along the x-axis.
skewY Specifies a skew transformation along the y-axis.
translate Specifies a translation by tx and ty.

Animate() animate an image sequence.

\$image->Animate()

Animate() repeatedly displays an image sequence to any X window screen. This method accepts the same parameters as Set() as described in section 23.1.

Annotate() annotate an image with text.

\$image->Annotate(text=>string, affine=>array of float values, align=>string, antialias=>boolean, density=>geometry, encoding>string, fill=>color-name, family=>string, font=>string, geometry=>geometry, gravity=>string, pointsize=>integer, rotate=>rotate-angle, scale=>sx, sy, skewX=>skew-angle, skewY=>skew-angle, stroke=>color-name, strokewidth=>integer, stretch=>string, style=>string, translate=>tx, ty, undercolor=>colorname, unicode=>boolean, weight=>string, x=>integer, y=>integer)

Annotate() allows you to scribble text across an image. The text may be represented as a string or filename. Precede the filename with an "at" sign (@) and the contents of the file are drawn on the image. You can affect how text is drawn by specifying one or more of the following parameters:

align font alignment. Choose from these alignments:

Left Center	Right
-------------	-------

antialias The visible effect of antialias is to smooth out the rounded corners of text characters. Set to 0 to keep crisp edges

density Set the vertical and horizontal resolution of the font. The default is 72 pixels/inch.

encoding Font encoding.

family font family.

fill The fill color paints any areas inside the outline of the text.

font A font can be a Truetype (arial.ttf), Postscript (Helvetica), or a fully-qualified X11 font (-*-helvetica-mediumr-*-*-12-*-*-*-*-iso8859-*).

geometry Geometry defines the baseline position where text is rendered (e.g. +100+50).

gravity Gravity affects how the text is rendered relative to the (x, y) baseline position. By default gravity is NorthWest which renders text above the baseline position. Choose from these gravities:

NorthWest	North	NorthEast
West	Center	East
SouthWest	South	SouthEast

pointsize The font pointsize. The default is 12.

rotate Specifies a rotation by the specified number of degrees about a given point.

scale Specifies a scale operation by sx and sy.

skewX Specifies a skew transformation along the x-axis.skewY Specifies a skew transformation along the y-axis.

stretch font stretch. Choose from these stretches:

Normal	UltraCondensed	ExtraCondensed
Condensed	SemiCondensed	SemiExpanded
Expanded	ExtraExpanded	UltraExpanded

stroke A stroke color paints along the outline of the text.

strokewidth The width of the stroke on the text. A zero value causes no stroke to be painted. style font style. Choose from these styles:

Oblique Normal Italic Any

translate Specifies a translation by tx and ty.

undercolor By default text is blended with the image background. Set the undercolor color to give a uniform background to your text of the color you choose.

unicode Set to true if text is Unicode. weight Font weight.

x Specifies the x baseline position of the text.

y Specifies the y baseline position of the text.

Append() append a set of images.

\$image->Append(stack=>boolean)

The Append() method takes a set of images and appends them to each other. Append() returns a single image where each image in the original set is side-by-side. If the stack parameter is True, the images are stacked top-to-bottom.

\$append = \$image->Append();

Average() average a set of images.

\$image->Average()

The Average() method takes a set of images and averages them together. Each image in the set must have the same width and the same height. Average() returns a single image with each corresponding pixel component of each image averaged.

BlobTolmage() return an image from a Binary Large OBject.

```
$image->BlobToImage(blob)
```

Read() returns an image from a file on disk, whereas, BlobToImage() performs the same function if the image format is stored in memory:

Blur() blur the image.

\$image->Blur(geometry=>geometry, radius=>float, sigma=>float)

Blur() blurs an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, the radius should be larger than sigma. Use a radius of 0 and Blur() selects a suitable radius for you. Geometry represents radius x sigma as one parameter (e.g. 0x1).

Border() frame the image with a border.

\$image->Border(geometry=>geometry, width=>integer, height=>integer, fill=>color-name)

This method surrounds the image with a border of the specified color. Geometry represents width x height as one parameter (e.g. 10x5).

Channel() extract a channel from the image.

\$image->Channel(channel=>string);

Extract a channel from the image. A channel is a particular color component of each pixel in the image. Choose from these components:

Red Cyan Green Magenta Blue Yellow Opacity Black

Charcoal() special effect filter.

\$image->Charcoal(geometry=>geometry, radius=>float, sigma=>float)

Charcoal() is a special effect filter that simulates a charcoal drawing. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and Charcoal() selects a suitable radius for you. Geometry represents radius x sigma as one parameter (e.g. 0x1).

Chop() chop an image.

\$image->Chop(geometry=>geometry, width=>integer, height=>integer, x=>integer, y=>integer)

Chop() removes a region of an image and collapses the image to occupy the removed portion. Columns x through x+width and the rows y through y+height are chopped. Use Geometry as a shortcut for width x height + x + y (e.g. 100x50+10+20).

Clone() create a new copy of an image.

\$image->Clone()

The Clone() method copies a set of images and returns the copy as a new image object. For example

\$clone = \$image=>Clone();

copies all of the images from \$image to \$clone.

Coalesce() coalesce a set of images.

\$image->Coalesce()

This method composites a set of images while respecting any page offsets and disposal methods. GIF, MIFF, and MNG animation sequences typically start with an image background and each subsequent image varies in size and offset. Coalesce() returns a new sequence where each image in the sequence is the same size as the first and composited over the previous images in the sequence.

ColorFloodfill() floodfill the designed area with color.

\$image->ColorFloodfill(geometry=>geometry, x=>integer, y=>integer, fill=>color-name, bordercolor=>colorname, fuzz=>float)

ColorFloodfill() changes the color value of any pixel that matches fill and is an immediate neighbor. If bordercolor is specified, the color value is changed for any neighbor pixel that is not bordercolor. Use Geometry as a shortcut for x + y (e.g. +10+20).

By default fill must match a particular pixel color exactly. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color for the purposes of the floodfill.

Colorize() colorize an image.

\$image->Colorize(fill=>color-name, opacity=>string)

Colorize() blends the fill color with each pixel in the image. A percentage blend is specified with opacity. Control the application of different color components by specifying a different percentage for each component (e.g. 90/100/10 is 90% red, 100% green, and 10% blue).

Comment() add a comment to an image.

\$image->Comment(comment=>string)

Add a comment to an image. Optionally you can include any of the following bits of information about the image by embedding the appropriate special characters:

- %b file size in bytes.
- %c comment.
- %d directory in which the image resides.
- %e extension of the image file.
- %f original filename of the image.
- %h height of image.
- %i filename of the image. %k number of unique colors.
- %1 image label.
- %m image file format.
- %n number of images in the image sequence.
- %0 output image filename.
- %p page number of the image.
- %q image depth (8 or 16).
- image scene number. %s
- %t image filename without any extension.
- %u a unique temporary filename.
- %w image width.
- %x x resolution of the image.
- %y y resolution of the image.
- %# SHA-256 message digest.

Given an image whose filename is logo.gif and dimensions of 640 pixels in width and 480 pixels in height, this statement:

\$image->Comment('%f %m %wx%h')

generates a comment that reads: logo.gif GIF 640x480.

Composite composite one image to another.

\$image->Composite(image=>image-handle, color=>color-name, compose=>string, geometry=>geometry, mask=>image-handle, gravity=>string, opacity=>integer, rotate=>float, tile=>boolean x=>integer, y=>integer,)

Composite() allows you to overlay one image to another. You can affect how and where the composite is overlaid by specifying one or more of the following options:

compose This operator affects how the composite is applied to the image. The default is Over. Choose from these operators:

Over	In	Out
Atop	Xor	Plus
Minus	Add	Subtract
Difference	Bumpmap	Copy
Displace	• •	

geometry Geometry defines the baseline position where the composite is placed (e.g. +100+50). gravity Gravity affects how the image is placed relative to the (x, y) baseline position. By default gravity is NorthWest which renders the image just below the baseline position. Choose from these gravities:

NorthWest	North	NorthEast
West	Center	East
SouthWest	South	SouthEast

image The image. mask The mask image.

opacity Blend composite with the image background. Opacity is expressed as percent transparency.

rotate Rotate image before it is composited, expressed in degrees.

tile A value other than 0 tiles the composite repeatedly across \mathbf{x} Specifies the *x* baseline position of the composite.

y Specifies the y baseline position of the composite. and down the image.

Contrast() enhance or reduce the image contrast.

\$image->Contrast(sharpen=>boolean)

Contrast() enhances the intensity differences between the lighter and darker elements of the image. Set sharpen to a value other than 0 to increase the image contrast otherwise the contrast is reduced.

Convolve() apply a convolution kernel to the image.

\$image->Convolve(coefficients=>array of float values)

Apply a custom convolution kernel to the image. Given a particular kernel order, you must supply order x order float values. For example, a kernel of order 3 implies 9 values (3x3):

\$image->Convolve([1, 2, 1, 2, 4, 2, 1, 2, 1]);

Crop crop an image.

\$image->Crop(geometry=>geometry, width=>integer, height=>integer, x=>integer, y=>integer)

Crop() extracts a region of the image starting at the offset defined by x and y and extending for width and height. Geometry is a shorthard method to define a region. To crop 100 x 50 region that begins at position (10, 20), use

\$image->Crop('100x50+10+20');

CycleColormap displace a colormap.

\$image->CycleColormap(display=>integer)

CycleColormap() displaces an image's colormap by a given number of positions. If you cycle the colormap a number of times you can produce a psychodelic effect.

Deconstruct return the constituent parts of an image sequence.

\$image->Deconstruct()

Deconstruct() returns a new sequence that consists of the first image in the sequence followed by the maximum bounding region of any differences in subsequent images. This method can undo a coalesced sequence returned by Coalesce().

Despeckle filter speckles.

\$image->Despeckle()

Despeckle() reduces the speckle noise in an image while perserving the edges of the original image.

Display() display image.

\$image->Display(server=>server-name)

Display() displays the image to any X window screen.

Draw annotate an image with a graphic primitive.

\$image->Draw(primitive=>string, affine=>array of float values, antialias=>boolean, bordercolor=>colorname, density=>geometry, fill=>color-name, font=>string, geometry=>geometry, method=>string, points=>string, pointsize=>integer, rotate=>rotate-angle, scale=>sx, sy, skewX=>skew-angle, skewY=>skewangle, stroke=>color-name, strokewidth=>integer, translate=>tx, ty

Draw() allows you to draw a graphic primitive on your image. The primitive may be represented as a string or filename. Precede the filename with an "at" sign (@) and the contents of the file are drawn on the image. You can affect how text is drawn by specifying one or more of the following parameters:

primitive The primitive describes the type of graphic to draw. Choose from these primitives:

Po	int	Line	Rectangle
rou	undRectangle	Arc	Ellipse
Ci	rcle	Polyline	Polygon
Be	zier	Path	Color
Ma	atte	Text	Image

antialias The visible effect of antialias is to smooth out the rounded corners of the drawn shape. Set to 0 to keep crisp edges.

bordercolor The Color primitive with a method of FloodFill changes the color value of any pixel that matches fill and is an immediate neighbor. If bordercolor is specified, the color value is changed for any neighbor pixel that is not fill.

density This parameter sets the vertical and horizontal resolution of the font. The default is 72 pixels/inch.

fill The fill color paints any areas inside the outline of drawn shape.

font A font can be a Truetype (arial.ttf), Postscript (Helvetica), or a fully-qualified X11 font (-*-helvetica-mediumr-*.*-12-*.*-*--iso8859-*).

geometry Geometry defines the baseline position where the graphic primitive is rendered (e.g. +100+50). **method** Primitives Matte and Image behavior depends on the painting method you choose:

Point	Replace	Floodfull
FillToBorder	Reset	

points List one or more sets of coordinates as required by the graphic primitive you selected.

pointsize The font pointsize. The default is 12.

rotate Specifies a rotation of *rotate-angle* degrees about a given point.

scale Specifies a scale operation by sx and sy.

skewX Specifies a skew transformation along the x-axis.

skewY Specifies a skew transformation along the y-axis.

stroke A stroke color paints along the outline of the shape.

strokewidth The width of the stroke of the shape. A zero value means no stroke is painted. **translate** Specifies a translation by *tx* and *ty*.

Edge detect edges within an image.

\$image->Edge(radius=>float)

Edge() finds edges in an image. Radius defines the radius of the convolution filter. Use a radius of 0 and Edge() selects a suitable radius for you.

Emboss emboss the image.

\$image->Emboss(geometry=>geometry, radius=>float, sigma=>float)

Emboss() returns a grayscale image with a three-dimensional effect. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and Emboss() selects a suitable radius for you. Geometry represents radius x sigma as one parameter (e.g. 0x1).

Enhance filter a noisy image.

\$image->Enhance()

Enhance() applies a digital filter that improves the quality of a noisy image.

Equalize equalize an image.

\$image->Equalize()

Perform a histogram equalization on the image.

Flatten() flatten a sequence of images.

\$image->Coalesce()

This method composites a sequence of images while respecting any page offsets. A Photoshop image typically starts with an image background and each subsequent layer varies in size and offset. Flatten() returns a single image with all the layers composited onto the first image in the sequence.

Flip reflect an image vertically.

\$image->Flip()

Flip() creates a vertical mirror image by reflecting the pixels around the central x-axis.

Flop reflect an image horizontally.

\$image->Flop()

Flop() creates a horizontal mirror image by reflecting the pixels around the central y-axis.

Frame surround the image with a decorative border.

\$image->Frame(geometry=>geometry, width=>integer, height=>integer, inner=>integer, outer=>integer, fill=>color-name)

Frame() adds a simulated three-dimensional border around the image. The color of the border is defined by fill. Width and height specify the border width of the vertical and horizontal sides of the frame. The inner and outer parameters indicate the width of the inner and outer *shadows* of the frame. Use Geometry as a shortcut for width, height, inner, and outer (e.g. 10x10+3+3).

Gamma gamma-correct the image.

\$image->Gamma(gamma=>string, red=>float, green=>float, blue=>float)

Use Gamma() to gamma-correct an image. The same image viewed on different devices will have perceptual differences in the way the image's intensities are represented on the screen. Specify individual gamma levels for the red, green, and blue channels, or adjust all three with the gamma parameter. Values typically range from 0.8 to 2.3.

You can also reduce the influence of a particular channel with a gamma value of 0.

Get() get an image attribute.

\$image->Get(attribute, ...)

Get() accepts one or more image attributes listed in section 23.1 and return their value.

ImageToBlob() return image as a Perl variable.

\$image->ImageToBlob()

ImageToBlob() behaves just like Write() except the image is returned as a Perl variable rather than written to disk. This method accepts the same parameters as Set() as described in section 23.1.

Implode() apply an implosion/explosion filter.

Implode() applies a special effects filter to the image where amount determines the amount of implosion. Use a negative amount for an explosive effect.

Label() add a label to an image.

\$image->Label(label=>string)

Use labels to optionally annotate a Postscript or PDF image or the thumbnail images of a montage created by the Montage() method or *montage* program. A label can include any of the special formatting characters described in the Comment() method description.

Level adjust the level of image contrast.

\$image->Level(levels=>string, 'black-point'=>float, 'mid-point'=>float, 'white-point'=>float)

The white and black points range from 0 to MaxRGB and mid ranges from 0 to 10.

Magnify() scale the image to twice its size.

\$image->Magnify()

Magnify() is a convenience method that scales an image proportionally to twice its size.

Map() choose a set of colors from another image.

\$image->Map(image=>image-handle, dither=>boolean)

Map() changes the colormap of the image to that of the image given by image. Use this method to change the colormap in an image or image sequence to a set of predetermined colors. Set dither to a value other than zero to helps smooth out the apparent contours produced when sharply reducing colors.

One useful example of mapping is to convert an image to the Netscape 216-color web safe palette:

```
$safe = new Image::Magick;
$safe->Read('Netscape:');
$image->Map(image=>$safe, dither=>'True');
```

MatteFloodfill() floodfill an area with transparency.

\$image->MatteFloodfill(geometry=>geometry, x=>integer, y=>integer, opacity=>integer, bordercolor=>colorname, fuzz=>float)

MatteFloodfill() changes the transparency value of any pixel that matches opacity and is an immediate neighbor. If bordercolor is specified, the transparency value is changed for any neighbor pixel that is not bordercolor. Use Geometry as a shortcut for x + y (e.g. +10+20).

By default opacity must match a particular pixel transparency exactly. However, in many cases two transparency values may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two transparency values as the same. For example, set fuzz to 10 and the opacity values of 100 and 102 respectively are now interpreted as the same value for the purposes of the floodfill.

MedianFilter() filter a noisy image.

\$image->MedianFilter(radius=>float)

MedianFilter() applies a digital filter that improves the quality of a noisy image. Each pixel is replaced by the median in a set of neighboring pixels as defined by radius.

Minify() scale the image to half its size.

\$image->Magnify()

Minify() is a convenience method that scales an image proportionally to half its size.

Modulate adjust the brightness, saturation, and hue.

\$image->Modulate(factor=>string, brightness=>float, saturation=>float, hue=>float)

Modulate() lets you control the brightness, saturation, and hue of an image. Each parameter is in the form of a percentage relative to 100. For example, to decrease the brightness by 10

\$image->Modulate(brightness=\$>\$90, saturation=\$>\$150);

Factor represents the brightness, saturation, and hue as one parameter (e.g. 90/150/100).

Mogrify() alternative calling scheme.

```
$image->Mogrify(method, ...)
```

The Mogrify() method is convenience function that allows you to call any image manipulation method by giving a method name followed by one or parameters to pass to the method. The following calls have the same result:

```
$image->Crop('340x256+0+0')
$image->Mogrify('Crop', '340x256+0+0')
```

MogrifyRegion() apply method to a region.

\$image->MogrifyRegion(geometry, method, ...)

MogrifyRegion() applies an image manipulation method to a region of the image as defined by *geometry*. For example if you want to sharpen a 100 x 100 region starting at position (20, 20), use: result:

```
$image->MogrifyRegion('100x100+20+20', Sharpen, '0x1')
```

Montage() uniformly tile thumbnails across an image canvas.

\$image->Montage(background=>color-name, bordercolor=>color-name, borderwidth=>integer, compose=>string, fill=>color-name, font=>string, frame=>geometry, geometry=>geometry, gravity=>string, label=>string, mattecolor=>color-name, mode=>string, pointsize=>integer, shadow=>boolean, stroke=>colorname, texture=>string, tile=>geometry, title=>string, transparent=>color-name)

The Montage() method is a layout manager that lets you tile one or more thumbnails across an image canvas. Use these parameters to control how the layout manager places the thumbnails:

 background
 The color name for the montage background.

 bordercolor
 The color name for the thumbnail border.

 borderwidth
 The width of the thumbnail border.

 compose
 This operator affects how the thumbnail is composited on the image canvas. The default is Over. Choose from these operators:

 Over.
 In
 Out

0,001,	m	Out
Atop	Xor	Plus
Minus	Add	Subtract
Difference	Bumpmap	Copy
Displace		

fill The fill color paints any areas inside the outline of the thumbnail label.

- font A font can be a Truetype (arial.ttf), Postscript (Helvetica), or a fully-qualified X11 font (-*-helvetica-mediumr-*.*-12-*.*-*--iso8859-*).
- frame Adds a simulated three-dimensional border around each thumbnail. The color of the border is defined by mattecolor. Specify the border width of the vertical and horizontal sides of the frame and the inner and outer shadows of the frame as a geometry (e.g. 10x10+3+3).

geometry Geometry defines the baseline position where a thumbnail is composited (e.g. +100+50).

gravity Gravity affects how the thumbnail is placed relative to the (x, y) baseline position. By default gravity is South which positions the thumbnail centered south of the baseline position. Choose from these gravities:

NorthWest	North	NorthEast
West	Center	East
SouthWest	South	SouthEast

label A label optionally appears just below each thumbnail. Use this parameter to customize the label. See Comment() for a list of embedded formatting options for the thumbnail label.mode Define one of three thumbnail framing options:

- -

Frame	Unframe	Concatentate

The default is Frame which adds a simulated three-dimensional border around each thumbnail. Unframe tiles thumbnails without any border or frame, and Concatentate causes each image to be tightly packed without any border, frame, or space between them.

pointsize The font pointsize. The default is 12.

shadow Any value other than 0 will add a simulated shadow beneath and to the right side of each thumbnail. **stroke** The stroke color paints along the outline of any text labels.

texture Tile this image across and down the image canvas before compositing the image thumbnails.

tile Give the number of thumbnails across and down the canvas as a geometry string. The default is 5 x 4. If the number of thumbnails exceed this maximum, more then one image canvas is created.

title Give a title to the montage. The title is centered near the top of the montage image. **transparent** Make this color transparent.

Mosaic() form a single coherent picture.

\$image->Mosiac()

The Mosaic() method takes a set of images and inlays them to form a single coherent picture. Mosaic() returns a single image with each image in the sequence inlayed in the image canvas at an offset as defined in the image.

\$mosaic = \$image->Mosaic();

MotionBlur() simulate motion blur.

\$image->MotionBlur(geometry=>geometry, radius=>float, sigma=>float, angle=>float)

MotionBlur() simulates motion blur. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and MotionBlur() selects a suitable radius for you. Geometry represents radius x sigma as one parameter (e.g. 0x1). Angle gives the angle of the blurring motion.

Morph() morph a set of images.

\$image->Morph(frames=>integer)

The Morph() method requires a minimum of two images. The first image is transformed into the second by a number of intervening images as specified by frames. The result is returned as a new image sequence, for example:

\$morph = \$image->Morph(30);

Negate apply color inversion.

\$image->Negate(gray=>boolean)

Negate() negates the intensities of each pixel in the image. If gray is a value other than 0, only the grayscale pixels are inverted.

New() create an image object.

\$image = new Image::Magick; \$image = Image::Magick-¿New()

New() instantiates an image object. As a convenience, you can set any image attribute that Set() knows about. See section **??** for a list of known image attributes. Here is an example:

```
$image = Image::Magick->New(size=>'160x120');
$image->Read('gray:protein');
```

Normalize() enhance image contrast.

\$image->Normalize()

The Normalize() method enhances the contrast of a color image by adjusting the pixels color to span the entire range of colors available.

OilPaint() simulate an oil painting.

\$image->OilPaint(radius=>integer)

OilPaint() applies a special effect filter that simulates an oil painting. Each pixel is replaced by the most frequent color occurring in a circular region defined by radius.

Opaque() globally change a color.

\$image->Opaque(color=>color-name, fill=>color-name, fuzz=>float)

Opaque() changes any pixel that matches color with the color defined by fill.

By default color must match a particular pixel color exactly. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color.

OrderedDither() reduce the image to black and white.

\$image->OrderedDither()

The OrderedDither() method reduces the image to black and white.

Ping() get information about an image.

\$image->Ping(filename=>string, file=>file-handle, blob=>blob)

Ping() is a convenience method that returns information about an image without having to read the image into memory. It returns the width, height, file size in bytes, and the file format of the image. You can specify more than one filename but only one filehandle:

```
($width, $height, $size, $format) = $image->Ping('logo.gif');
($width, $height, $size, $format) = $image->Ping(file=>\*IMAGE);
($width, $height, $size, $format) = $image->Ping(blob=>\$blob);
```

Profile() add, remove, or apply an image profile.

\$image->Profile(name=>variable, profile=>blob)

The Profile() method adds, removes, or applies an image profile. The two most common profiles are ICC, a color management option, IPTC, a newswire profile, and APP1, which is a JPEG marker that can contain EXIF data. Profile is a Perl variable representing the binary profile information. To remove all profiles from the image, use an asterick as the profile name:

\$image->Profile('*');

Quantize() set the maximum number of colors in an image.

\$image->Quantize(colors=>integer, colorspace=>string, dither=>boolean, global_colormap=>boolean
measure_error=>boolean, tree_depth=>integer)

The Quantize() method sets the maximum number of colors in an image. If the number of colors in the image exceeds colors, a color reduction algorithm repeatly merges pixels of similar color until the total number of unique colors is less or equal to the maximum. Here is a description of the color reduction parameters:

colors Set the maximum number of colors in the image.

colorspace By default, color merging is performed in the RGB colorspace. However, RGB is not perceptually uniform like YCbCr for example. You may get better results by trying one of the following colorspaces:

CMYK	Gray	OHTA
RGB	sRGB	Transparent
XYZ	YCbCr	YCC
YIO	YPbPr	YUV

dither Images which suffer from severe contouring when reducing colors can be improved with this option. global_colormap A value other than 0 creates one global colormap for a sequence of images. measure_error A value other than 0 returns a measure of how closely the color reduced image matches the orig-

neasure_error A value other than 0 returns a measure of how closely the color reduced image matches the original. The mean error, normalized mean error, and normalized maximum mean error per pixel are computed. Obtain these values with the Get() method.

tree_depth By default, the color reduction uses a Oct-tree algorithm whose depth ranges from 1-8 which is optimally determined to allow the best representation of the image with the fastest computational speed and least amount of memory consumption. You can override the default with this parameter.

QueryColor() return numerical values corresponding to a color name.

\$image->QueryColor(...)

Call QueryColor() with no parameters to return a list of known colors names or specify one or more color names to get these attributes: red, green, blue, and opacity value.

```
@colors = $image->QueryColor();
($red, $green, $blue, $opacity) = $image->QueryColor('red');
($red, $green, $blue, $opacity) = $image->QueryColor('#716bae');
```

QueryColorName() return a color name corresponding to the numerical values.

\$image->QueryColorName(...)

QueryColorName() accepts one or more numerical values and returns their respective color name:

\$color = \$image->QueryColorName('rgba(65535,0,0,0)');

QueryFont() get font attributes.

```
$image->QueryFont( ... )
```

Call QueryFont() with no parameters to return a list of known fonts or specify one or more font names to get these attributes: font name, description, family, style, stretch, weight, encoding, foundry, format, metrics, and glyphs values.

```
@fonts = $image->QueryFont();
$weight = ($image->QueryFont('Helvetica'))[5];
```

QueryFontMetric() query font metrics.

\$image->QueryFontMetrics(font=¿string, ...)

QueryFontMetrics() accepts a font name and any parameter acceptable to Annotate(). The method returns these attributes associated with the given font:

- · character width
- · character height
- ascender
- descender
- text width text height
- maximum horizontal advance

For example,

@metrics = \$image->QueryFontMetrics(font=>'arial.ttf', pointsize=>24);

QueryFormat() get image format attributes.

\$image->QueryFormat(...)

Call QueryFormat() with no parameters to return a list of known image formats or specify one or more format names to get these attributes: adjoin, blob support, raw, format, decoder, encoder, description, and module.

```
@formats = $image->QueryFormat();
($adjoin, $blob_support, $raw, $decoder, $encoder, $description, $module) = $image->QueryFormat()
```

Raise() lighten or darken edges to create a 3-D effect.

\$image->Raise(geometry=>geometry, width=>integer, height=>integer, raise=>boolean)

Raise() creates a simulated three-dimensional button-like effect by lightening and darkening the edges of the image. Width and height define the width of the vertical and horizontal edge of the effect. Use Geometry as a shortcut for width and height (e.g. 10x10).

A value other than 0 for raise simulates a raised button-like effect otherwise a sunken button-like effect is applied to the image.

Read() read one or more image files.

\$image->Read(filename=>float, file=>file-handle)

filename the name of an image file. **file-handle** read the image from an open filehandle.

The Read() method reads an image or image sequence from one or more filenames or the filehandle you specify. You can specify more than one filename but only one filehandle:

Read() returns the number of images that were successfully read.

ReduceNoise() smooth an image.

\$image->ReduceNoise(radius=>float)

The ReduceNoise() method smooths the contours of an image while still preserving edge information. The algorithm works by replacing each pixel with its neighbor closest in value. A neighbor is defined by radius. Use a radius of 0 and ReduceNoise() selects a suitable radius for you.

Resize() scale an image with a filter.

\$image->Resize(geometry=>geometry, width=>integer, height=>integer, filter=>string, blur=>float)

Resize() scales an image to the desired dimensions with one of these filters:

Bessel	Blackman	Box
Catrom	Cubic	Gaussian
Hanning	Hermite	Lanczos
Mitchell	Point	Quadratic
Sinc	Triangle	

The default is Lanczos.

Use width and height to specify the image size, or use geometry as a shortcut (e.g. 640x480).

Set Blur to a value greater than 1 to blur the image as it is scaled. A value less than 1 sharpens as the image is scaled.

Roll() offset and roll over an image.

\$image->Roll(geometry=>geometry, x=>integer, y=>integer)

Roll() offsets an image as defined by x and y. Geometry represents + x + y as one parameter (e.g. +10+20).

Rotate() rotate an image.

\$image->Rotate(degrees=>float, color=>color-name)

Rotate() rotates an image around the x axis by the number of degrees by degrees. Any empty spaces are filled with color.

Sample() sample an image.

\$image->Sample(geometry=>geometry, width=>integer, height=>integer)

Sample() scales an image to the desired dimensions with pixel sampling. Unlike other scaling methods, this method does not introduce any additional color into the scaled image.

Use width and height to specify the image size, or use geometry as a shortcut (e.g. 640x480).

Scale() scale an image to given dimensions.

\$image->Scale(geometry=>geometry, width=>integer, height=>integer)

Scale() changes the size of an image to the given dimensions. Use width and height to specify the image size, or use geometry as a shortcut (e.g. 640x480).

Segment() segment an image.

\$image->Segment(geometry=>geometry, cluster_threshold=>float, smoothing_threshold=>float, colorspace=>string, verbose=>boolean)

Segment() segments an image by by analyzing the histograms of the color components and identifying units that are homogeneous. The default value for cluster_threshold is 1.0 and smoothing_threshold is 1.5. This can be represented with a shortcut geometry of 1.0x1.5.

Set() set an image attribute.

\$image->Set(attribute, ...)

Set() accepts one or more image attributes listed in section 23.1 and sets their value.

Shade() shade the image with light source.

\$image->Shade(geometry=>geometry, azimuth=>float, elevation=>float, color=>boolean)

Shade() shines a distant light on an image to create a three-dimensional effect. You control the positioning of the light with *azimuth* and *elevation*; azimuth is measured in degrees off the x axis and elevation is measured in pixels above the Z axis. The geometry parameter is a shortcut for azimuth x elevation (e.g. 30x30).

Sharpen() sharpen an image.

\$image->Sharpen(geometry=>geometry, radius=>float, sigma=>float)

Sharpen() sharpens an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and Sharpen() selects a suitable radius for you. Geometry represents radius x sigma as one parameter (e.g. 0x1).

Shave() shave pixels from the image edges.

\$image->Border(geometry=>geometry, width=>integer, height=>integer)

This method shaves pixels from the image edges. Geometry represents width x height as one parameter (e.g. 10x5).

Shear() shear an image.

\$image->Shear(geometry=>geometry, x=>float, y=>float, color=>color-name)

Shear() transforms an image by shearing it along the x or y axis. The x and y parameters specify the degree of shear and ranges from -179.9 to 179.9. Geometry represents x x y as one parameter (e.g. 30x60). Any empty spaces created when shearing are filled with color.

Signature() generate an SHA-256 message digest.

\$image->Signature()

Signature() generates an SHA-256 message digest across all the image pixels. The signature can later be used to verify the color integrity of the image. Two images with the same signature are identical.

Solarize() apply solorization special effect.

\$image->Solarize(threshold=>float)

Solarize() applies a special effect to the image, similar to the effect achieved in a photo darkroom by selectively exposing areas of photo sensitive paper to light. Threshold ranges from 0 to MaxRGB and is a measure of the extent of the solarization.

Spread() randomly displace pixels.

\$image->Spread(amount=>integer)

Spead() is a special effects method that randomly displaces each pixel in a block defined by the amount parameter.

Stereo() create a stereo special effect.

\$image->Stereo(image=>image-handle)

Stereo() combines two images and produces a single image that is the composite of a left and right image of a stereo pair. Special red-green stereo glasses are required to view this effect.

Stegano() hide a digital watermark.

\$image->Stegano(image=>image-handle, offset=>integer)

Use Stegano() to hide a digital watermark within the image. Recover the hidden watermark later to prove that the authenticity of an image. textttOffset defines the start position within the image to hide the watermark.

Swirl() swirl pixels about image center.

\$image->Swirl(degrees=>float)

The Swirl() method swirls the pixels about the center of the image, where degrees indicates the sweep of the arc through which each pixel is moved. You get a more dramatic effect as the degrees move from 1 to 360.

Texture() tile a texture on image background.

\$image->Texture(texture=>image-handle)

Texture() repeatedly tiles the texture image across and down the image canvas.

Threshold() divide pixels based on intensity values.

\$image->Threshold(threshold=>integer)

Threshold() changes the value of individual pixels based on the intensity of each pixel compared to threshold. The result is a high-contrast, two color image.

Transform() resize or crop an image.

\$image->Transform(geometry=>string, crop=>string)

Transform() behaves like Resize() or Crop() but rather than acting on the image, it returns a new image handle:

\$slices = \$image->Transform(crop=>'100x100')

Transparent() make color transparent.

\$image->Transparent(color=>color-name, opacity=>integer fuzz=>float)

Transparent() changes the opacity value associated with any pixel that matches color to the value defined by opacity.

By default color must match a particular pixel color exactly. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color.

Trim() remove background color from edges of image.

\$image->Trim(fuzz=>float)

Trim() crops a rectangular box around the image to remove edges that are the background color.

By default the edge pixels must match in color exactly to be trimmed. However, in many cases two colors may differ by a small amount. Fuzz defines how much tolerance is acceptable to consider two colors as the same. For example, set fuzz to 10 and the color red at intensities of 100 and 102 respectively are now interpreted as the same color.

UnsharpMask() sharpen an image.

\$image->UnsharpMask(geometry=>geometry, radius=>float, sigma=>float, amount=>float, threshold=>float)

UnsharpMask() sharpens an image. We convolve the image with a Gaussian operator of the given radius and standard deviation (sigma). For reasonable results, radius should be larger than sigma. Use a radius of 0 and UnsharpMask() selects a suitable radius for you. Geometry represents radius x sigma as one parameter (e.g. 0x1).

Wave() special effects filter.

\$image->Wave(geometry=>string, amplitude=>float, wavelength=>float)

The Wave() filter creates a "ripple" effect in the image by shifting the pixels vertically along a sine wave whose amplitude and wavelength is specified by the given parameters. Geometry represents amplitude x wavelength as one parameter (e.g. 30x30).

Write() write one or more image files.

\$image->Write(filename=>float, file=>file-handle)

Write() allows you to write a single or image or a sequence to a file or filehandle. You can specify more than one filename but only one filehandle:

Write() returns the number of images that were written.

23.3 Image::Magick Errors

Most Image::Magick methods return an undefined value if the operation was successful. When an error occurs, a message is returned with an embedded numeric status code. Look up the status code in table **??** to determine the reason the operation failed. The mnemonics are aliases for the the corresponding numeric codes.

Table23.1: Error and Warning Codes

Error and Warning Codes

Code	Mnemonic	Description
0	Success	Method completed without an error or warning.
300	ResourceLimitWarning	A program resource is exhausted (e.g. not enough memory).
305	TypeWarning	A font is unavailable; a substitution may have occured.
310	OptionWarning	An option parameter was malformed.
315	DelegateWarning	An ImageMagick delegate returned a warning.
320	MissingDelegateWarning	The image type can not be read or written because the required <i>delegate</i> is missing.
325	CorruptImageWarning	The image file may be corrupt.
330	FileOpenWarning	The image file could not be opened.
335	BlobWarning	A Binary Large OBject could not be allocated.
340	StreamWarning	There was a problem reading or writing from a stream.
345	CacheWarning	Pixels could not be saved to the pixel cache.
385	XServerWarning	An X resource is unavailable.
390	RegistryWarning	There was a problem getting or setting the registry.
395	ConfigurationWarning	There was a problem getting a configuration file.
400	ResourceLimitError	A program resource is exhausted (e.g. not enough memory).
405	TypeError	A font is unavailable; a substitution may have occured.
410	OptionError	An option parameter was malformed.
415	DelegateError	An ImageMagick delegate returned a warning.
420	MissingDelegateError	The image type can not be read or written because the required <i>delegate</i> is missing.
425	CorruptImageError	The image file may be corrupt.
430	FileOpenError	The image file could not be opened.
435	BlobError	A Binary Large OBject could not be allocated.
440	StreamError	There was a problem reading or writing from a stream.
445	CacheError	Pixels could not be saved to the pixel cache.
485	XServerError	An X resource is unavailable.
490	RegistryError	There was a problem getting or setting the registry.
495	ConfigurationError	There was a problem getting a configuration file.

24 Recognized Color Keyword Names

The following is the list of recognized color keywords that can be used whenever a color is needed for the ImageMagick command-line utilities or API methods. The color keyword names follow the W3C SVG 1.0 Specification with the addition of gray color names gray1 thru gray100.

Table24.1: Color Names

ImageMagick Colors

Color	Name	Color	Name
aliceblue	rgba(240, 248, 255, 0)	gray71	rgba(181, 181, 181, 0)
antiquewhite	rgba(250, 235, 215, 0)	gray72	rgba(184, 184, 184, 0)
aqua	rgba(0, 255, 255, 0)	gray73	rgba(186, 186, 186, 0)
aquamarine	rgba(127, 255, 212, 0)	gray74	rgba(189, 189, 189, 0)
azure	rgba(240, 255, 255, 0)	gray75	rgba(191, 191, 191, 0)
beige	rgba(245, 245, 220, 0)	gray76	rgba(194, 194, 194, 0)
bisque	rgba(255, 228, 196, 0)	gray77	rgba(196, 196, 196, 0)
black	rgba(0, 0, 0, 0)	gray78	rgba(199, 199, 199, 0)
blanchedalmond	rgba(255, 235, 205, 0)	gray79	rgba(201, 201, 201, 0)
blue	rgba(0, 0, 255, 0)	gray8	rgba(20, 20, 20, 0)
blueviolet	rgba(138, 43, 226, 0)	gray80	rgba(204, 204, 204, 0)
brown	rgba(165, 42, 42, 0)	gray81	rgba(207, 207, 207, 0)
burlywood	rgba(222, 184, 135, 0)	gray82	rgba(209, 209, 209, 0)
cadetblue	rgba(95, 158, 160, 0)	gray83	rgba(212, 212, 212, 0)
chartreuse	rgba(127, 255, 0, 0)	gray84	rgba(214, 214, 214, 0)
chocolate	rgba(210, 105, 30, 0)	gray85	rgba(217, 217, 217, 0)
coral	rgba(255, 127, 80, 0)	gray86	rgba(219, 219, 219, 0)
cornflowerblue	rgba(100, 149, 237, 0)	gray87	rgba(222, 222, 222, 0)
cornsilk	rgba(255, 248, 220, 0)	gray88	rgba(224, 224, 224, 0)
crimson	rgba(220, 20, 60, 0)	gray89	rgba(227, 227, 227, 0)
cyan	rgba(0, 255, 255, 0)	gray9	rgba(23, 23, 23, 0)
darkblue	rgba(0, 0, 139, 0)	gray90	rgba(229, 229, 229, 0)
darkcyan	rgba(0, 139, 139, 0)	gray91	rgba(232, 232, 232, 0)
darkgoldenrod	rgba(184, 134, 11, 0)	gray92	rgba(235, 235, 235, 0)
darkgray	rgba(169, 169, 169, 0)	gray93	rgba(237, 237, 237, 0)
darkgreen	rgba(0, 100, 0, 0)	gray94	rgba(240, 240, 240, 0)
darkgrey	rgba(169, 169, 169, 0)	gray95	rgba(242, 242, 242, 0)
darkkhaki	rgba(189, 183, 107, 0)	gray96	rgba(245, 245, 245, 0)
darkmagenta	rgba(139, 0, 139, 0)	gray97	rgba(247, 247, 247, 0)
darkolivegreen	rgba(85, 107, 47, 0)	gray98	rgba(250, 250, 250, 0)
darkorange	rgba(255, 140, 0, 0)	gray99	rgba(252, 252, 252, 0)
darkorchid	rgba(153, 50, 204, 0)	green	rgba(0, 128, 0, 0)
darkred	rgba(139, 0, 0, 0)	greenyellow	rgba(173, 255, 47, 0)

ImageMagick Colors (continued)

Color Name darksalmon rgba(233, 150, 122, 0) darkseagreen rgba(143, 188, 143, 0) darkslateblue rgba(72, 61, 139, 0) darkslategray rgba(47, 79, 79, 0) darkslategrey rgba(47, 79, 79, 0) darkturquoise rgba(0, 206, 209, 0) darkviolet rgba(148, 0, 211, 0) rgba(255, 20, 147, 0) deeppink deepskyblue rgba(0, 191, 255, 0) dimgray rgba(105, 105, 105, 0) rgba(105, 105, 105, 0) dimgrey dodgerblue rgba(30, 144, 255, 0) firebrick rgba(178, 34, 34, 0) floralwhite rgba(255, 250, 240, 0) rgba(34, 139, 34, 0) forestgreen fractal rgba(128, 128, 128, 0) rgba(255, 0, 255, 0) fuchsia gainsboro rgba(220, 220, 220, 0) rgba(225, 226, 226, 0) rgba(248, 248, 255, 0) rgba(255, 215, 0, 0) ghostwhite gold goldenrod rgba(218, 165, 32, 0) rgba(126, 126, 126, 0) gray gray0 rgba(0, 0, 0, 0) rgba(3, 3, 3, 0)gray1 gray10 rgba(26, 26, 26, 0) rgba(255, 255, 255, 0) gray100 gray11 rgba(28, 28, 28, 0) rgba(31, 31, 31, 0) gray12 gray13 rgba(33, 33, 33, 0) rgba(36, 36, 36, 0) gray14 rgba(38, 38, 38, 0) rgba(41, 41, 41, 0) gray15 gray16 rgba(43, 43, 43, 0) rgba(46, 46, 46, 0) gray17 gray18 gray19 rgba(48, 48, 48, 0) gray2 rgba(5, 5, 5, 0) gray20 rgba(51, 51, 51, 0) gray21 rgba(54, 54, 54, 0) rgba(56, 56, 56, 0) gray22 rgba(59, 59, 59, 0) gray23 gray24 rgba(61, 61, 61, 0) gray25 rgba(64, 64, 64, 0) gray26 rgba(66, 66, 66, 0) gray27 rgba(69, 69, 69, 0) gray28 rgba(71, 71, 71, 0) gray29 rgba(74, 74, 74, 0) gray3 rgba(8, 8, 8, 0) gray30 rgba(77, 77, 77, 0) gray31 rgba(79, 79, 79, 0) gray32 rgba(82, 82, 82, 0) gray33 rgba(84, 84, 84, 0) gray34 rgba(87, 87, 87, 0) gray35 rgba(89, 89, 89, 0) gray36 rgba(92, 92, 92, 0) gray37 rgba(94, 94, 94, 0) gray38 rgba(97, 97, 97, 0) gray39 rgba(99, 99, 99, 0) gray4 rgba(10, 10, 10, 0) gray40 rgba(102, 102, 102, 0) gray41 rgba(105, 105, 105, 0) gray42 rgba(107, 107, 107, 0) gray43 rgba(110, 110, 110, 0) gray44 rgba(112, 112, 112, 0)

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Color	Name
grey	rgba(128, 128, 128, 0)
honeydew hotpink	rgba(240, 255, 240, 0)
indianred	rgba(255, 105, 180, 0) rgba(205, 92, 92, 0)
indigo	rgba(203, 92, 92, 0) rgba(75, 0, 130, 0)
ivory	rgba(255, 255, 240, 0)
khaki	rgba(240, 230, 140, 0)
lavender	rgba(230, 230, 250, 0)
lavenderblush	rgba(230, 230, 250, 0) rgba(255, 240, 245, 0)
lawngreen	rgba(124, 252, 0, 0)
lemonchiffon	rgba(255, 250, 205, 0) rgba(173, 216, 230, 0)
lightblue	rgba(173, 216, 230, 0)
lightcoral	rgba(240, 128, 128, 0)
lightcyan	rgba(224, 255, 255, 0)
lightgoldenrodyellow	rgba(250, 250, 210, 0) rgba(211, 211, 211, 0)
lightgray	rgba(211, 211, 211, 0)
lightgreen	rgba(144, 238, 144, 0)
lightgrey	rgba(211, 211, 211, 0)
lightpink	rgba(255, 182, 193, 0)
lightsalmon	rgba(255, 160, 122, 0)
lightseagreen lightskyblue	rgba(32, 178, 170, 0) rgba(135, 206, 250, 0)
lightslategray	rgba(119, 136, 153, 0)
lightslategrey	rgba(119, 136, 153, 0)
lightsteelblue	rgba(176, 196, 222, 0)
lightyellow	rgba(176, 196, 222, 0) rgba(255, 255, 224, 0)
lime	rgba(0, 255, 0, 0)
limegreen	rgba(50, 205, 50, 0)
linen	rgba(250, 240, 230, 0)
magenta	rgba(255, 0, 255, 0)
maroon	rgba(128, 0, 0, 0)
mediumaquamarine	rgba(102, 205, 170, 0) rgba(0, 0, 205, 0)
mediumblue	rgba(0, 0, 205, 0)
mediumorchid	rgba(186, 85, 211, 0)
mediumpurple	rgba(147, 112, 219, 0)
mediumseagreen	rgba(60, 179, 113, 0)
mediumslateblue	rgba(123, 104, 238, 0)
mediumspringgreen	rgba(0, 250, 154, 0)
mediumturquoise mediumvioletred	rgba(72, 209, 204, 0)
midnightblue	rgba(199, 21, 133, 0) rgba(25, 25, 112, 0)
mintcream	rgba(245, 255, 250, 0)
mistyrose	rgba(255, 228, 225, 0)
moccasin	rgba(255, 228, 225, 0) rgba(255, 228, 181, 0)
navajowhite	rgba(255, 222, 173, 0)
navy	rgba(0, 0, 128, 0)
none	rgba(0, 0, 0, 255)
oldlace	rgba(253, 245, 230, 0)
olive	rgba(128, 128, 0, 0)
olivedrab	rgba(107, 142, 35, 0)
orange	rgba(255, 165, 0, 0)
orangered	rgba(255, 69, 0, 0)
orchid	rgba(218, 112, 214, 0) rgba(238, 232, 170, 0)
palegoldenrod	rgba(238, 232, 170, 0)
palegreen	rgba(152, 251, 152, 0)
paleturquoise palevioletred	rgba(175, 238, 238, 0) rgba(219, 112, 147, 0)
papayawhip	rgba(219, 112, 147, 0) rgba(255, 239, 213, 0)
peachpuff	rgba(255, 218, 185, 0)
peru	rgba(205, 133, 63, 0)
pink	rgba(255, 192, 203, 0)
plum	rgba(221, 160, 221, 0)
powderblue	rgba(176, 224, 230, 0)
-	, , , , , ,

24 Recognized Color Keyword Names

ImageMagick Colors (continued)

Color gray45 gray46	Name rgba(115, 115, 115, 0) rgba(117, 117, 117, 0)	Color purple red	Name rgba(128, 0, 128, 0) rgba(255, 0, 0, 0)
gray47 gray48 gray49 gray5 gray50 gray51 gray52	rgba(120, 120, 120, 0) rgba(122, 122, 122, 0) rgba(125, 125, 125, 0) rgba(13, 13, 13, 0) rgba(127, 127, 127, 0) rgba(130, 130, 130, 0) rgba(122, 122, 0)	rosybrown royalblue saddlebrown salmon sandybrown seagreen seashell	rgba(188, 143, 143, 0) rgba(65, 105, 225, 0) rgba(139, 69, 19, 0) rgba(250, 128, 114, 0) rgba(244, 164, 96, 0) rgba(46, 139, 87, 0)
gray52 gray53 gray54 gray55 gray55 gray57 gray57 gray58 gray59 gray6 gray60	rgba(133, 133, 133, 0) rgba(135, 135, 135, 0) rgba(138, 138, 138, 0) rgba(140, 140, 140, 0) rgba(143, 143, 143, 0) rgba(145, 145, 145, 0) rgba(148, 148, 148, 0) rgba(150, 150, 150, 0) rgba(151, 15, 15, 0) rgba(153, 153, 153, 0)	seasnen sienna silver skyblue slateblue slategray slategrey snow springgreen steelblue	rgba(255, 245, 238, 0) rgba(160, 82, 45, 0) rgba(192, 192, 192, 0) rgba(135, 206, 235, 0) rgba(106, 90, 205, 0) rgba(112, 128, 144, 0) rgba(112, 128, 144, 0) rgba(255, 250, 250, 0) rgba(0, 255, 127, 0) rgba(70, 130, 180, 0)
gray61 gray62 gray63 gray64 gray65 gray66 gray66 gray68 gray69 gray70 gray70 gray71	rgba(156, 156, 156, 0) rgba(158, 158, 158, 0) rgba(161, 161, 161, 0) rgba(163, 163, 163, 0) rgba(166, 166, 166, 0) rgba(168, 168, 168, 0) rgba(171, 171, 171, 0) rgba(173, 173, 173, 0) rgba(176, 176, 176, 0) rgba(18, 18, 18, 0) rgba(181, 181, 181, 0)	tan teal thistle tomato turquoise violet wheat white white whitesmoke yellow yellowgreen	rgba(210, 180, 140, 0) rgba(0, 128, 128, 0) rgba(216, 191, 216, 0) rgba(255, 99, 71, 0) rgba(252, 99, 71, 0) rgba(238, 130, 238, 0) rgba(245, 222, 179, 0) rgba(245, 225, 255, 0) rgba(245, 245, 245, 0) rgba(255, 255, 0, 0) rgba(154, 205, 50, 0)

References

[1] Dalrymple, F., Pringle, S. (1999) Cognitive Disfunction. 49, 581-623



Index

ExceptionInfo, 74

ImageInfo, 82