libpnmio user manual

Title	libpnmio (I/O PNM library)
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Release Date	20 February 2014
Version	1.0.0
Rev. history	
v1.0.0	20-02-2014 First public release.

1. Introduction

The `libpnmio` library provides an implementation and API for reading and writing PNM (some times termed as Portable AnyMap) images. The PNM convention is collectively used to address PBM (Portable Bitmap), PGM (Portable Greymap) and PPM (Portable Pixmap) images.

The current version of `libpnmio` supports the ASCII variation of the PNM formats, however, it will be extended in order to support the corresponding binary formats.

The library is accompanied by two test applications, namely `randimg` and `doset`. `randimg` produces PBM/PGM/PPM image files filled with random data. `doset` generates a color illustration of the Mandelbrot set.

Reference documentation for LIBPNMIO can be found in the `/doc` subdirectory in plain text, HTML and PDF form.

2. File listing

The LIBPNMIO distribution includes the following files.

/libpnmio	Top-level directory
/bin	Executables directory (initially empty)
/doc	Documentation directory
AUTHORS	List of authors.
LICENSE	License agreement (modified BSD license).
README	This file.
README.html	HTML version of README.

README.pdf	PDF version of README.
rst2docs.sh	Shell script for generating the documentation using `docutils`.
VERSION	Current version of the LIBPNMIO distribution.
/lib	Compiled static library directory
libpnmio.a	The library compiled for Windows 7, 64-bit.
/src	Source code directory
Makefile	Makefile for compiling the library and generating the executables.
doset.c	Generates a color visualization of the Mandelbrot set.
pnmio.c	Implementation of the `libpnmio` library in C.
pnmio.h	Header file (interface) of the `libpnmio` library.
randimg.c	Random PBM/PGM/PPM image generator.
/test	Test script directory
run-doset.sh	Bash script for running the Mandelbrot set example.
run-randimg.sh	Bash script for running the random image generator.

3. API description

This section summarizes the intended functionality of the functions supported by the `libpnmio` application programming interface.

3.1. read_pbm_header

```
void read_pbm_header(FILE *f, int *img_xdim, int
*img_ydim, int is_ascii);
```

Read the header contents of a PBM (portable bit map) file. A PBM image file follows the format:

```
P1
<X> <Y>
<I1> <I2> ... <IMAX>
```

A binary PBM image file uses P4 instead of P1 and the data values are represented in binary. Comment lines start with `#`. `<` `>` denote integer values (in decimal). For the PBM format, they can take only the 0 and 1 values. `img_xdim` and `img_ydim` correspond to `X` and `Y`, respectively. If `is_ascii` is 1, an ASCII PBM file is assumed; otherwise a binary PBM file is.

3.2. read_pgm_header

```
read_pgm_header(FILE *f, int *img_xdim, int *img_ydim,
int *img_colors, int is_ascii);
```

Read the header contents of a PGM (portable grey map) file. A PGM image file follows the format:

```
P2
<X> <Y>
<levels>
<I1> <I2> ... <IMAX>
```

A binary PGM image file uses P5 instead of P2 and the data values are represented in binary. Comment lines start with #. < > denote integer values (in decimal). img_xdim, img_ydim, and img_colors correspond to X, Y and levels, respectively. If is_ascii is 1, an ASCII PGM file is assumed; otherwise a binary PGM file is.

3.3. read_ppm_header

```
void read_ppm_header(FILE *f, int *img_xdim, int
*img_ydim, int *img_colors, int is_ascii);
```

Read the header contents of a PPM (portable pix map) file. A PPM image file follows the format:

```
P3
<X> <Y>
<levels>
<R1> <G1> <B1> ... <RMAX> <GMAX> <BMAX>
```

A binary PPM image file uses P6 instead of P3 and the data values are represented in binary. Comment lines start with #. < > denote integer values (in decimal). img_xdim, img_ydim, and img_colors correspond to X, Y and levels, respectively. Each color component, R, G, and B can take any value from 0 to levels. If is_ascii is 1, an ASCII PPM file is assumed; otherwise a binary PPM file is.

3.4. read_pbm_data

```
void read_pgm_data(FILE *f, int *img_in, int is_ascii);
```

Read the data contents of a PBM (portable bit map) file. img_in denotes an array of integer values representing image data. If is_ascii is 1, an ASCII PBM file is assumed; otherwise a binary PBM file is.

3.5. read_pgm_data

```
void read_pgm_data(FILE *f, int *img_in, int is_ascii);
```

Read the data contents of a PGM (portable grey map) file. img_in denotes an array of integer values representing image data. If is_ascii is 1, an ASCII PGM file is assumed; otherwise a binary PGM file is.

3.6. read_ppm_data

```
void read_ppm_data(FILE *f, int *img_in, int is_ascii);
```

Read the data contents of a PPM (portable pix map) file. `img_in` denotes an array of integer values representing image data. If `is_ascii` is 1, an ASCII PPM file is assumed; otherwise a binary PPM file is.

3.7. write_pbm_file

```
void write_pbm_file(FILE *f, int *img_out, char
*img_out_fname,
int x_size, int y_size, int x_scale_val, int y_scale_val,
int linevals, int is_ascii);
```

Write the contents of a PBM (portable bit map) file. Data stored in array `img_out` are written to file `f`. This file is assumed to be already opened under the name `img_out_fname`. The image data represent an image of size `x_size` by `y_size`. x-axis and y-axis scaling factors can be defined by `x_scale_val` and `y_scale_val`. `linevals` determines the emission of newline characters for easier reading of the PBM file data. If `is_ascii` is 1, an ASCII PBM file is assumed; otherwise a binary PBM file is.

3.8. write_pgm_file

```
void write_pgm_file(FILE *f, int *img_out, char
*img_out_fname,
int x_size, int y_size, int x_scale_val, int y_scale_val,
int img_colors,
int linevals, int is_ascii);
```

Write the contents of a PGM (portable grey map) file. Data stored in array `img_out` are written to file `f`. This file is assumed to be already opened under the name `img_out_fname`. The image data represent an image of size `x_size` by `y_size`. x-axis and y-axis scaling factors can be defined by `x_scale_val` and `y_scale_val`. `img_colors` determines the levels (0 to levels) for the common color component. `linevals` determines the emission of newline characters for easier reading of the PGM file data. If `is_ascii` is 1, an ASCII PGM file is assumed; otherwise a binary PGM file is.

3.9. write_ppm_file

```
void write_ppm_file(FILE *f, int *img_out, char
*img_out_fname,
int x_size, int y_size, int x_scale_val, int y_scale_val,
int img_colors, int is_ascii);
```

Write the contents of a PGM (portable grey map) file. Data stored in array `img_out` are written to file `f`. This file is assumed to be already opened under the name `img_out_fname`. The image data represent an image of size `x_size` by `y_size`. x-axis and y-axis scaling factors can be defined by `x_scale_val` and `y_scale_val`. `img_colors` determines the levels (0 to levels) for the common color component. Each R-G-B triplet is printed to a separate line. If `is_ascii` is 1, an ASCII PPM file is assumed; otherwise a binary PPM file is.

4. Build and setup

In order to produce the static library, change directory to `/src` and run the Makefile as follows:

```
make clean ; make
```

This will produce the static library `libpnmio.a` and copy it to the `/lib` subdirectory of the distribution. The executable files for the reference applications will also be generated and copied to the `/bin` subdirectory.

5. Run tests

Two sample scripts are provided in the `/test` subdirectory. Change directory to `/test` and run the scripts as follows:

```
cd test
./run-doset.sh
./run-randimg.sh
```

PBM, PGM and PPM files can be directly visualized by using freeware image viewers such as XnView and Imagine.

6. Prerequisities

- Standard UNIX-based tools (tested with gcc-4.6.2 on MinGW/x64).
  - make
  - bash (shell)

  For this reason, MinGW (http://www.mingw.org) or Cygwin (http://sources.redhat.com/cygwin) are suggested, since POSIX emulation environments of sufficient completeness.

7. Contact

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