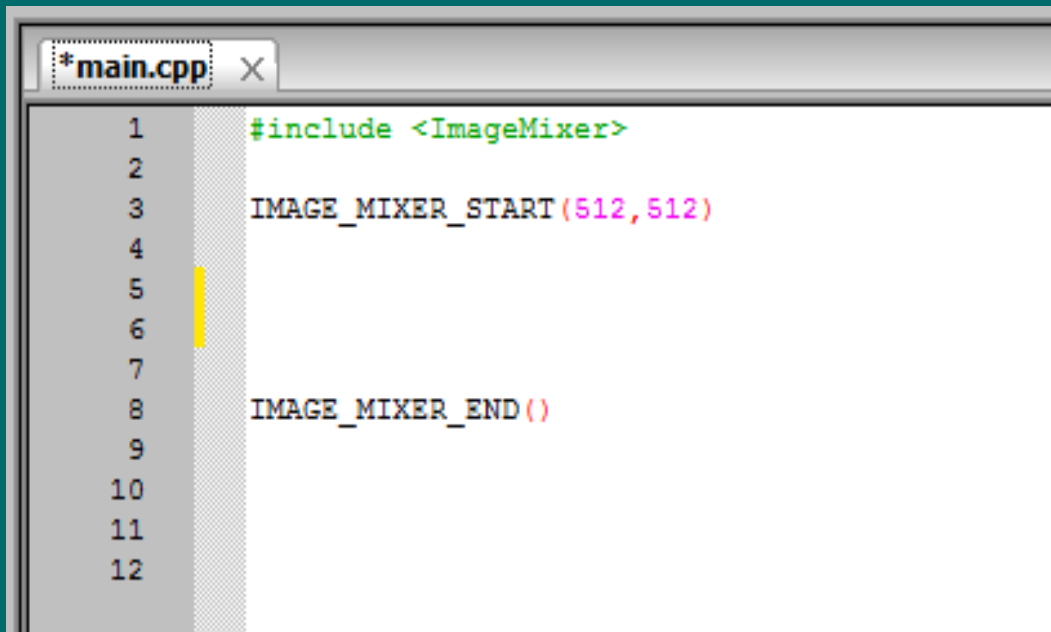


## ImageMixer - Getting started

Open your Image mixer project with a double click on “**ImageMixer.cbp**” (requires that you have installed Code::Blocks + MinGW).

Code::Blocks will be opened. **Don't be afraid!** Forget all superfluous stuff and focus on your page:

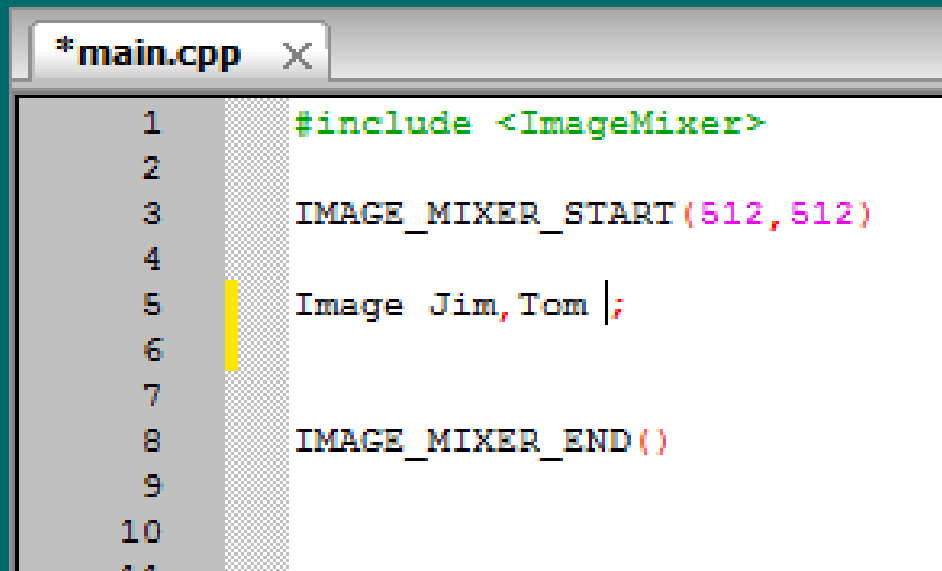


```
*main.cpp X
1  #include <ImageMixer>
2
3  IMAGE_MIXER_START(512,512)
4
5
6
7
8  IMAGE_MIXER_END()
9
10
11
12
```

- 512, 512: this is the size of the image. When you save your image it will be saved as a 512x512 image.
- You have to write your code **between** IMAGE\_MIXER\_START and IMAGE\_MIXER\_END
- **Don't be afraid to write code. It's very simple!**

## ImageMixer - Load Images

- The first thing to know is how to load images (without images you can do nothing).
- Just tell to the computer that you want to use images. You can call images as you want. For example “Jim” and “Tom”.

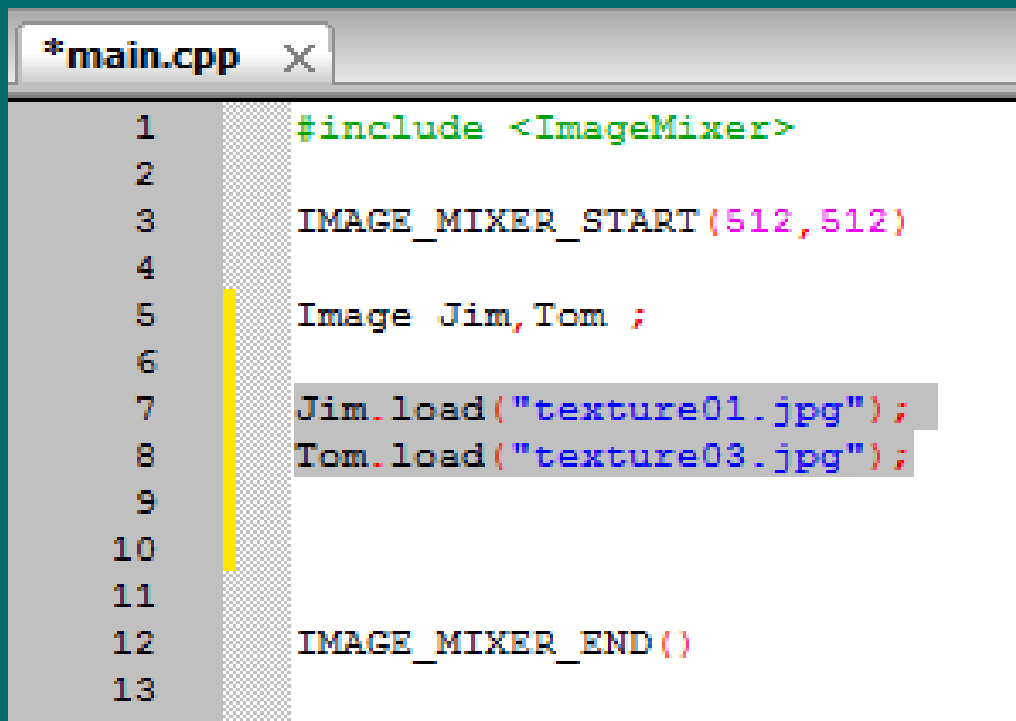


```
*main.cpp X
1  #include <ImageMixer>
2
3  IMAGE_MIXER_START(512,512)
4
5  Image Jim,Tom ;
6
7
8  IMAGE_MIXER_END()
9
10
11
```

- Remember to end lines with “ ; ” (semicolon)

## ImageMixer - Load Images

- Now you have 2 different Images: “Tom” and “Jim”. YOU CAN USE WHAT YOU HAVE! So we can now use Tom and Jim!
- How can I use Tom and Jim? That's simple. You have to write that Tom wants to load a file so:
- **Tom.load(“file”)**
- Don't forget semicolons! ( “ ; ” )



```
*main.cpp X
1  #include <ImageMixer>
2
3  IMAGE_MIXER_START(512,512)
4
5  Image Jim,Tom ;
6
7  Jim.load("texture01.jpg");
8  Tom.load("texture03.jpg");
9
10
11
12  IMAGE_MIXER_END()
13
```

## Where are the pictures?

*In the “art” folder. You can add there all the pictures that you need.*

*DeviantArt artists provided a great collection of textures and photos.*

*Thanks to them you have a great collection of images that you can use freely.*

*(Creative Commons License)*

## Image Mixer – Let's Mix!

- Now we have Jim and Tom. We have loaded 2 images. It's time to do something!
- Try to mix Jim with Tom.
- You have to write that *Tom wants to mix with Jim* or *Jim wants to mix with Tom*
- Use a number between 0 and 1... for example 0.5 wich is the middleway.

```
#include <ImageMixer>

IMAGE_MIXER_START(512,512)

Image Jim,Tom ;

Jim.load("texture01.jpg");
Tom.load("texture03.jpg");

Jim.mix(Tom, 0.5);

IMAGE_MIXER_END()
```

- Now Jim is mixed with Tom..
- So, Tom is always Tom. But **Jim is now half Tom and half Jim.**

## *Image Mixer – save images.*

- Ok well, done. But now we must remember to save the Image. This is similar to loading. But this time you have to write “save” instead of “load”
- What about calling this piece of art “JimTom.bmp”?

```
#include <ImageMixer>

IMAGE_MIXER_START(512,512)

Image Jim,Tom ;

Jim.load("texture01.jpg");
Tom.load("texture03.jpg");

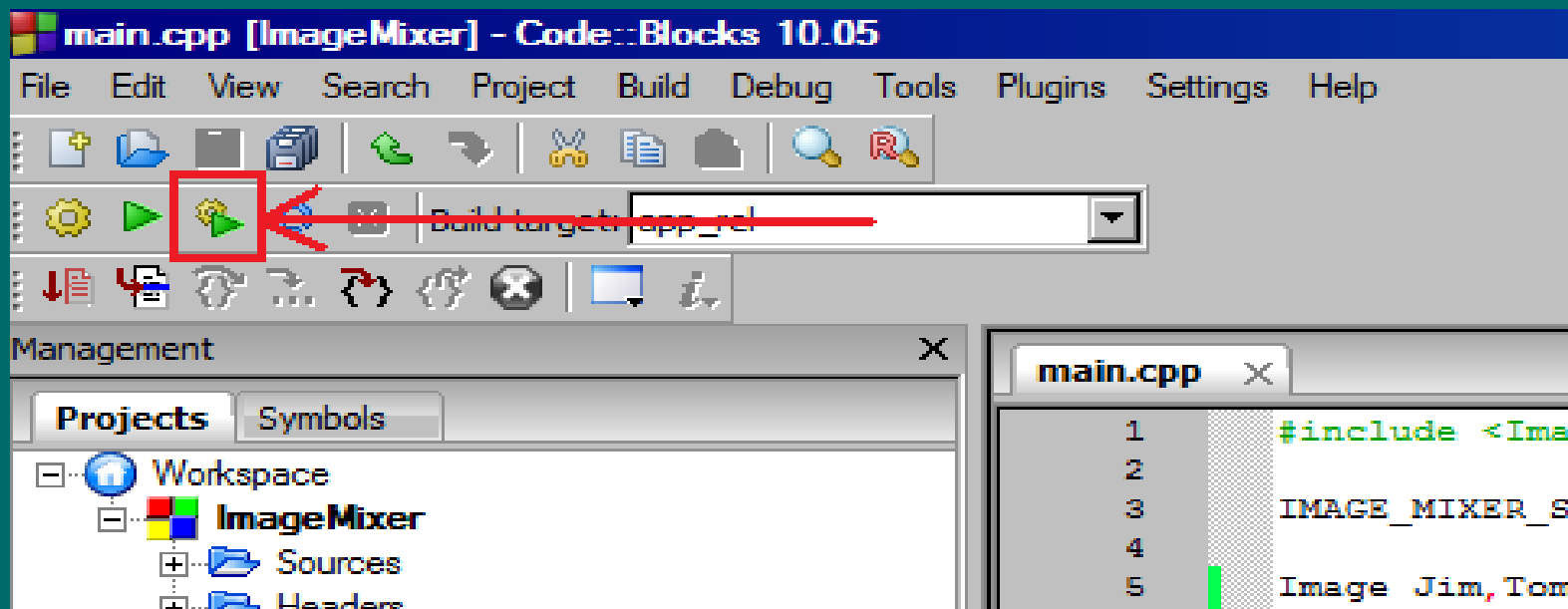
Jim.mix(Tom, 0.5);

Jim.save("JimTom.bmp");

IMAGE_MIXER_END()
```

## Image Mixer – Let's Run!

- Click on the gear button with the green arrow. (or press F9)



- When the process returns (few seconds), press any key to exit

```
Irrlicht Engine version 1.7.2
Microsoft Windows Vista Home Premium Edition Ser

ImageMixer version 1.0.0
Copyright 2010-2011 by Dario Oliveri

Process returned 0 (0x0)   execution time : 3.72
Press any key to continue.
```

## *Image Mixer – See the results*

- Go to the “art” folder and see the result:



texture01.jpg



JimTom.bmp



texture03.jpg

