Image

[Main page](file:///C:\Users\CinKM4D\source\repos\BPUS\Documentation\Main.docx)

# Description

Reads Images from disk and converts them to arrays. The system is:

# Includes

* stdint.h
* cstdio
* utils.cpp

# Variables



*data* is the array of pixels.

*size* is the number of elements in *data*.

*w* is the width of the image.

*h* is the height of the image.

*channels* is the number of channels.

# Functions



*Image()* creates an empty image.

*Image(const char\* filename)* reads an Image from the disk, *filename* is the path.

*Image(int w, int h, int channels)* creates an empty image with the given values.

*Image(const Image& img)* copies the image.



Directly reads from an image on the disk to the image object.



Writes the image object to the given path.



Returns the image type of the image. It can return PNG, BMP, JPG, and TGA.



Returns the color at the given coordinate, *color* should be the color underneath in case the pixel is transparent, it will then mix the two colors together.