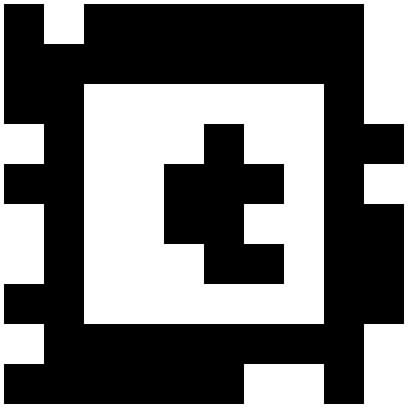

98 (Mon, 19 Dec 2022, 07:40:43 pm)

```
Wish $this is outlined green

set cc [c create]
defineImageType $cc

$cc include <stdlib.h>
$cc include <string.h>
$cc proc bw {image_t im} image_t {
 image_t ret;
 ret.width = im.width;
 ret.height = im.height;
 ret.components = 3;
 ret.bytesPerRow = ret.width * ret.components;
 ret.data = calloc(ret.bytesPerRow, ret.height);

 for (uint32_t y = 0; y < im.height; ++y) {
  int R = 0; int G = 1; int B = 2;
  for (uint32_t x = 0; x < im.width; ++x) {
   int i = y * ret.bytesPerRow + x * ret.components;
   int j = y * im.bytesPerRow + x * im.components;
   ret.data[i + 0] = im.data[j + R];
   ret.data[i + 1] = im.data[j + G];
   ret.data[i + 2] = im.data[j + B];
  }
 }

 return ret;
}
$cc proc freeImage {image_t im} void { free(im.data); }
$cc compile

Wish $this has camera image
When $this has camera image /im/ {
 When $this has region /r/ {
  set bwim [bw $im]
  Wish display runs [list Display::image {*}[lindex $r 0 0] $bwim]
  On unmatch [list freeImage $bwim]
 }
}
```