

```

set cc [c create]
defineImageType $cc

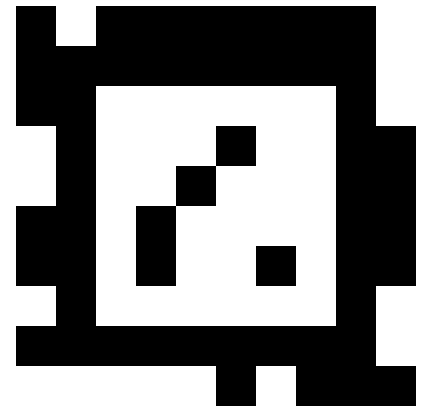
$cc include <stdlib.h>
$cc include <string.h>
$cc proc bw {image_t im} image_t {
    image_t ret;
    ret.width = im.width;
    ret.height = im.height;
    ret.components = 3;
    ret.bytesPerRow = ret.width * ret.components;
    ret.data = calloc(ret.bytesPerRow, ret.height);
    int b = ret.bytesPerRow * ret.height * 0.2;
    uint8_t L = 0xBB;

    memset(ret.data, L, b);

    for (uint32_t y = 0; y < im.height; ++y) {
        for (uint32_t x = 0; x < im.width; ++x) {
            ret.data[y * ret.bytesPerRow + x * ret.components] = y; // R
            ret.data[y * ret.bytesPerRow + x * ret.components + 1] = x; // G
            ret.data[y * ret.bytesPerRow + x * ret.components + 2] = 0x00; // B
        }
    }

    return ret;
}

```



94 (Mon, 19 Dec 2022, 06:21:15 pm)

\$cc compile

Wish \$this has camera image

```

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

```

Wish \$this is outlined white