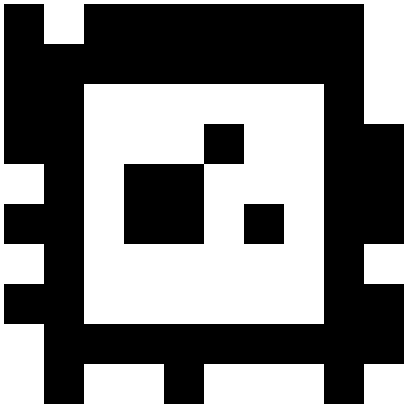

95 (Mon, 19 Dec 2022, 06:23:49 pm)

```
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;
}

$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
```