



Components of an OSSIM Filter

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Overview of Talk

▼ Conclusions

Main Types of Filters

- Combiners
- Imagesource

Combiners

- Used for combining two input sources into one
 - `ossimEquationCombiner`
 - Allows creation of images from arbitrary mathematical operations on image bands

Image Sources

- Used to process a single image
 - Edge filter
 - FFT filter
 - Image Sharpen filter

Common features of all filters

- Connectable objects that can be inserted into a chain
 - They have inputs/outputs
 - Save state / load state
 - Process the image tile by tile
 - getTile() function
 - this is called when the chain is executed

Creating your own filter

- The easiest way to create your own filter is to find an existing filter that has a similar function and extending it