User Manual

Catalogue

PPM, PGM, and PBM image processing

void OTSUBinarization(char* input,char* output)	OTSU binarization.input is the input file name, output is the output file name.PGM images in P5 format are supported.
void PPMtoBMP(char* input,char* output,int bpp)	Convert PPM images to BMP images. bpp is the color depth of a BMP image.
void BMPtoPPM(char* input,char* output)	Convert BMP images to PPM images.
void PPMtoBMP1(char* input,char* output,int bpp)	Convert PPM images to BMP images. bpp is the color depth of a BMP image.
void BMPtoPPM1(char* input,char* output)	Convert BMP images to PPM images.
void BMPtoPGM(char* input, char* output)	Convert BMP images to PGM images.
void BMPtoPPM2(char* input, char* output)	Convert BMP images to PPM images.
void PPMtoPGM(char* input, char* output)	Convert PPM images to PGM images.
void BlurPPM(char* input, char* output)	PPM image filtering.
void BlurPGM(char* input, char* output)	PGM image filtering.
void SegmentsOTSUBinarization(char* input,char* output)	OTSU binarization division.input is the input file name, output is the output file name.PGM images in P5 format are supported.
void P3PPMBlur(char* input,char*	PPM image Blur, input is the input

output)	file name, output is the output file name. Supports PPM images in P3 format.
unsigned char** ReadPBM(char* input)	Read the PBM image and return image data.input is the name of the PBM image file to read. Supports PBM images in P4 format.
void WritePBM(unsigned char** Input,char* output)	Save the PBM image.input is the input image data, and output is the output file name. Supports PBM images in P4 format.
void PGMHistogramEqualization(char* input,char* output)	Histogram equalization, input is the input file name, output is the output file name. Supports PGM images in P5 format.

PPMImage* ReadPPM(char* input)	PPM image reading, where input is the name of the PPM image file to be read. Support PPM images in P6 format.
	Structure to be introduced:
	typedef struct {
	unsigned char red, green, blue;
	// The color of pixels is represented by RGB (red/green/blue)
	} PPMPixel;
	typedef struct {
	unsigned int width, height;
	// The width and height of the image in pixels
	PPMPixel *data;
	// The pixels that make up the image
	} PPMImage;

void WritePPM(char* output,PPMImage* img)	Save PPM images, where output is the name of the output PPM image file and img is the input image data. Support PPM images in P6 format.
	Structure to be introduced:
	typedef struct {
	unsigned char red, green, blue;
	//The color of pixels is represented by RGB

	(red/green/blue)
	} PPMPixel;
	typedef struct {
	unsigned int width, height;
	//The width and height of the image in pixels
	PPMPixel *data;
	//The pixels that make up the image
	} PPMImage;

void InvertColor(char* input,char* output)	Negative filter, where input is the input file name and output is the output file name. Support PPM images in P6 format.
void GrayFilter(char* input,char* output)	Grayscale filter, where input is the input file name and output is the output file name. Support PPM images in P6 format.
void SepiaFilter(char* input,char* output)	Sepia ink filter, where input is the input file name and output is the output file name. Support PPM images in P6 format.
void AdjustSaturation(char* input,char* output,double a)	Adjust image saturation, where input is the input file name and output is the output file name. a is the target saturation, such as a=30. Support PPM images in P6 format.
void Resize(char* input,char* output,unsigned int NewWidth, unsigned int NewHeight)	Adjust the image size, where input is the input file name and output is the output file name. NewWidth and NewHeight are the width and height of the output image, respectively. Support PPM images in P6 format.
void AdjustHue(char* input,char* output,int a)	Adjust the color tone of the image, where input is the input file name and output is the output file name. a is the target color tone, such as a=125. Support PPM images in P6 format.
void AdjustBrightness(char* input,char* output,double a)	Adjust the brightness of the image, where input is the input file name and output is the output

	file name. a is the target brightness, such as a=60. Support PPM images in P6 format.
void AdjustContrast(char* input,char* output,double a)	Adjust the image contrast, where input is the input file name and output is the output file name. a is the target contrast, such as a=60. Support PPM images in P6 format.
void AdjustBlur(char* input,char* output,double a)	Blur the image using the sigma factor, where input is the input file name and output is the output file name. a is the sigma factor, such as a=5. Support PPM images in P6 format.
void MeanGrayFilter(char* input,char* output,double a)	Average grayscale filter, where input is the input file name and output is the output file name. a is the average coefficient, such as a=3. Support PPM images in P6 format.
void Pixelate(char* input,char* output,unsigned int a)	Pixarization, where input is the input file name and output is the output file name. a is the amplitude value, such as a=8. Support PPM images in P6 format.
void Rotate(char* input,char* output,short a)	Rotate the image, where input is the input file name and output is the output file name. a is the angle of rotation, such as a=45. Support PPM images in P6 format.
void GammaCorrection(char* input,char* output,double a)	Gamma correction, where input is the input file name and output is the output file name. a is the gamma number, such as a=0.5. Support PPM images in P6 format.
void GrayAndChannelSeparation(char* input,char* Grayoutput,char* Routput,char* Goutput,char* Boutput)	Generate grayscale images and RGB channel separation, with input being the input PPM image in P6 format; Grayoutput is the file name of the output grayscale image, while Routput, Goutput, and Boutput are the image file names of the output R, G, and B channels,

	respectively. The output is in PGM format.
void PGMBin(char* input,char* output,int threshold)	Grayscale image binarization, where the input is a grayscale image, the input and output are PGM files, and threshold is the threshold, such as threshold=125.
void Brightening(char* input,char* output,int a)	Color image enhancement, both input and output are PPM images in P6 format, where a is the enhancement coefficient, such as a=80.
void GrayBrightening(char* input,char* output,int a)	The grayscale image is brightened, and both the input and output are PGM images, where a is the brightening coefficient, such as a=80.
void PPMFilter(char* input,char* output)	Color image filtering, input and output are both P6 format PPM files.
void PGMGrayFilter(char* input,char* output)	Grayscale image filtering, both input and output are PGM images.
void PPMtoBMP(char* input,char* output)	Convert PPM images to BMP images, where input is the input file name and output is the output file name. Support PPM images in P6 format.
void PGMOtsuThreshold(string input,char* output)	Otsu threshold method, where input is the input file name and output is the output file name. Supports PGM images in P5 format.
void PGMLocalisedOtsuThreshold(string input,char* output)	Local Otsu threshold, where input is the input file name and output is the output file name. Supports PGM images in P5 format.
void PGMSauvolaThreshold(string input,char* output,double a,double b,double c)	Sovola threshold, supporting PGM images in P5 format. The reference values for a,b and c are as follows: a=0.01, b=15, c=225.
void PGMThreshold(string input,char* output,int thresh)	Threshold method, where input is the input file name and output is the output file name. Supports PGM images in P5 format. thresh is the threshold, such as: thresh=5.
float Repair1(char* input,char*	For inpainting, var is the noise

output,float var,float threshold,int nbLevels,float a)	variance, threshold is the threshold, nbLevels is the number of levels to be processed, a=10. Return to ISNR.
float Repair2(char* input,char* output,float var,float threshold,int nbLevels,float a)	For inpainting, var is the noise variance, threshold is the threshold, nbLevels is the number of levels to be processed, a=10. Return to ISNR.
void LowPassFilterRepair1(char* input,char* output,int size_filter,float var,int nb_iterations,int nbLevels,float a,int b)	Low pass filter inpainting, a=10, b=6, nbLevels=3, size_ Filter is the size of the low-pass filter, var is the noise variance, nb_iterations is the iteration algebra of Landweber.
void LowPassFilterRepair2(char* input,char* output,int size_filter,float var,int nb_iterations,int nbLevels,float a,int b)	Low pass filter inpainting, a=10, b=6, nbLevels=3, size_ Filter is the size of the low-pass filter, var is the noise variance, nb_iterations is the iteration algebra of Landweber.
float LowPassFilterRepair3(char* input,char* output,int size_filter,float var,int nb_iterations,int nbLevels,int pas,float a,int b)	Low pass filter inpainting, a=10, b=6, nbLevels=3, pas=1, size_ Filter is the size of the low-pass filter, var is the noise variance, nb_iterations is the iteration algebra of Landweber. Return to ISNR.
void Repair1(char* input,char* output,int M,float a)	Inpainting, a=0.0, M is the number of decomposition layers, such as M=3.
void Repair2(char* input,char* output,int M,float a)	Inpainting, a=0.0, M is the number of decomposition layers, such as M=3.
void MakeNoise1(char* input,char* output,int size_filter)	Manufacturing noise, size_ Filter is the width of the low-pass filter.
void MakeNoise2(char* input,char* output,int nb_iterations,int pas)	Manufacturing noise, nb_iterations is Landweber's iteration algebra, pas=1.
void MakeNoise3(char* output,int height,int width,float var)	To create noise, height is the height of the output image, width is the width of the output image, and var is the noise variance.

void MakeNoise4(char* input,char* output,int nb_iterations,int pas)	Manufacturing noise, nb_iterations is Landweber's iteration algebra, pas=1.
void ImageReconstruction(char* input,char* output,int maxDepth,int threshold,int tx,int ty)	Image reconstruction, supporting PGM files. Reference: maxDepth=80, threshold=50, tx=0, ty=0。

YUV image processing

void YUVsuperposition(char* input1,char* input2,char* output,int width,int height,unsigned char Y_BLACK,unsigned char U_BLACK,unsigned char V_BLACK)	YUV420 stacking, Y_BLACK 、 U_BLACK and V_BLACK is used to turn the black color in the original image into transparent, Reference: Y_BLACK=16,U_BLACK=128, V_BLACK=128。
void YUVsuperposition(char* input1,char* input2,char* output,int width,int height,unsigned char Y_BLACK,unsigned char U_BLACK,unsigned char V_BLACK)	YUV444 stacking, Y_BLACK 、 U_BLACK and V_BLACK is used to turn the black color in the original image into transparent, Reference: Y_BLACK=16,U_BLACK=128, V_BLACK=128。
void YUVsuperposition(char* input1,char* input2,char* output,int width,int height,unsigned char Y_BLACK,unsigned char U_BLACK,unsigned char V_BLACK)	Yuv444p is directly stacked on Yuv420p without conversion, Y_BLACK 、 U_BLACK and V_BLACK is used to turn the black color in the original image into transparent, Reference: Y_BLACK=16,U_BLACK=128, V_BLACK=128。
void YUV444toYUV420(char* input,char* output,int height,int width)	YUV444 to YUV420, where height is the height of the input YUV444 file and width is the width of the input YUV444 file.
void YUV444toYUV420(char* input,char* output,int height,int width,int frames)	YUV444 to YUV420, where height and width are the height and width of the

	input file, and frames are the frame numbers for the operations in the input file.
void YUVsuperposition(char* input1,char* input2,char* output,int width,int height,unsigned char Y_BLACK,unsigned char U_BLACK,unsigned char V_BLACK)	YUV444 goes to stacking on YUV420, Y_ BLACK、U_ BLACK and V_ BLACK is used to turn the black color in the original image into transparent, Reference: Y_BLACK=16, U_BLACK=128 , V_BLACK=128。
void YUVEdgeProcessingY(char* input,char* output,int width,int height,double k)	YUV edge processing, where input is the input file name and output is the output file name. Width and height are the width and height of the input image. Reference: k=0.5。
void YUVEdgeProcessingU(char* input,char* output,int width,int height,double k)	YUV edge processing, where input is the input file name and output is the output file name. Width and height are the width and height of the input image. Reference: k=0.5。
void YUVEdgeProcessingV(char* input,char* output,int width,int height,double k)	YUV edge processing, where input is the input file name and output is the output file name. Width and height are the width and height of the input image. Reference: k=0.5。
void BMPLoadedIntoYUV(char* inputBMP,char* inputYUV,char* output,int YUVwidth,int YUVheight,int depth,bool mt)	YUV loads BMP, inputBMP is the input BMP image, inputYUV is the input YUV image, inputYUV acts as a container, YUVwidth and YUVheight are the width and height of the

	input YUV image. Reference： depth=12，mt=true。
void YUVEdgeProcessingHorizontalDirection(char* input,char* output,int width,int height,double k)	YUV only handles horizontal edge processing, with input being the input file name and output being the output file name. Width and height are the width and height of the input image. Reference: k=0.7。
void YUVVieoEdgeProcessing(char* input,char* output,int width,int height,int frame,int max_frame)	YUV video file edge processing, where input is the input file name and output is the output file name. Width and height are the width and height of the input image, frame is the frame number to be processed, max_frame is the maximum frame number.
void YUVScale(char* input,char* output,int inputWidth,int inputHeight,int outputWidth,int outputHeight)	Zoom the yuv420 image. Reference ： inputWidth=1280 ， inputHeight=720 ， outputWidth=128 ， outputHeight=72。
void NoiseTreatment(char* input,char* output,int width,int height,int TWICEwidth,int TWICEheight)	YUV noise processing.
void NoiseTreatment(char* input,char* output,int width,int height,int frame,int max_frame)	YUV noise processing.

RAW image processing

unsigned char** RAWRead(char* input,int height,int width)	Read RAW images.
void RAWWrite(unsigned char** input,char* output,int height,int width)	Save the RAW image.

void MBVQ(char* input,char* output,int width,int height)	MBVQ effect, where input is the input file name and output is the output file name. Width and height are the width and height of the output image.

void RAWtoPPM_red(char* input,char* output,int width, int height,DebayerAlgorithm algo)	Extract the red channel after converting RAW to PPM. Reference: width=4096 , height=3072 , algo=NEARESTNEIGHBOUR 或 LINEAR。
	Support RAW12 format.
	The following enumeration needs to be introduced:
	enum DebayerAlgorithm {
	NEARESTNEIGHBOUR,
	LINEAR
	};

void RAWtoPPM_green1(char* input,char* output,int width, int height,DebayerAlgorithm algo)	Extract green 1 channel after converting RAW to PPM. Reference: width=4096 , height=3072 , algo=NEARESTNEIGHBOUR 或 LINEAR。
	Support RAW12 format.
	The following enumeration needs to be introduced:
	enum DebayerAlgorithm {
	NEARESTNEIGHBOUR,
	LINEAR
	};

void RAWtoPPM_green2(char* input,char* output,int width, int height,DebayerAlgorithm algo)	Extract green 2 channels after converting RAW to PPM. Reference: width=4096 , height=3072 , algo=NEARESTNEIGHBOUR 或 LINEAR。
	Support RAW12 format.
	The following enumeration needs to be introduced:
	enum DebayerAlgorithm {
	NEARESTNEIGHBOUR,
	LINEAR
	};

void RAWtoPPM_blue(char* input,char* output,int width, int height,DebayerAlgorithm algo)	Extract the blue channel after converting RAW to PPM. Reference: width=4096 , height=3072 , algo=NEARESTNEIGHBOUR 或 LINEAR。 Support RAW12 format. The following enumeration needs

	to be introduced:
	enum DebayerAlgorithm {
	NEARESTNEIGHBOUR,
	LINEAR
	};

void RAWtoPPM(char* input,char* output,int width, int height,DebayerAlgorithm algo)	Convert RAW to PPM. Reference: width=4096 , height=3072 , algo=NEARESTNEIGHBOUR 或 LINEAR。Support RAW12 format.
	The following enumeration needs to be introduced:
	enum DebayerAlgorithm {
	NEARESTNEIGHBOUR,
	LINEAR
	};

void RawPowerTransformation(char* input,char* output,int width,int height,int c,float v)	Power transformation, where input is the name of the input RAW image file, output is the name of the output RAW image file, width is the width of the input image, and height is the height of the input image. The default is c=1, v=0.6. Support RAW images.
void RAWAvgFilter(char* input,char* output,int ROWS,int COLS,int M,float mask[3][3])	Average filter, where input is the input file name and output is the output file name. ROWS is the row size of the image, COLS is the column size of the image, and M is the filtering related parameter, such as M=1; Mask is a filter template. Support RAW images. Reference template: float mask[3][3] = {{0.1111,0.1111,0.1111}, {0.1111,0.1111,0.1111}, {0.1111,0.1111,0.1111}};
void RawImageInversion(char* input,char* output,int width,int height)	Image inversion, where input is the name of the input RAW image file, output is the name of the output RAW image file, width is

	the width of the input image, and height is the height of the input image. Support RAW images.
void RawHistogramEqualization(char* input,char* output,int width,int height)	Histogram equalization: input is the input RAW image file name, output is the output RAW image file name, width is the width of the input image, and height is the height of the input image. Support RAW images.
void RAWHistogramEqualization(char* input,char* output,int width,int height)	RAW histogram equalization, width and height are the width and height of the input image.
void RAWMedianFilter(char* input,char* output,int ROWS,int COLS,int M,int sequence[9])	Median filtering, where input is the input file name and output is the output file name. ROWS is the row of the image, COLS is the column of the image, and M is the filtering related parameter, such as M=1. Support RAW images. Reference template: int sequence[9]={0,0,0,0,0,0,0,0,0};
void RawtoBmp1(char* input, char* output,unsigned long Width, unsigned long Height)	Convert RAW images to BMP images, where input is the input file name and output is the output file name. Width and Height are the width and height of the input file.
void RawToBmp(char* input,char* output,int imageWidth,int imageHigth)	Convert RAW images to BMP images, where input is the input file name and output is the output file name. Supports images with equal width and height.
void RGBtoHSI(char* input,char* output)	RGB color model is converted to HIS model, input is the input file name, and output is the output file name. Supports 24 bit BMP images.
void CyanGray(char* input,char* output,int width,int height)	Cyan grayscale image.
void MagentaGray(char* input,char* output,int width,int height)	Magenta grayscale image.

void YellowGray(char* input,char* output,int width,int height)	Yellow grayscale image.
void Transfer(char* input,char* output,int width,int height)	Transfer function.
void Homography(char* input1,char* input2,char* input3,char* output,int width,int height,int newwidth,int newheight)	Monography.
void MovieEffect(char* input,char* output,int width,int height)	Movie effects.
void FixedThresholdMethod(char* input,char* output,int width,int height)	Shake color processing, fixed threshold method.
void RandomThresholdMethod(char* input,char* output,int width,int height)	Shake color processing, random threshold method.
void DitherMatrixMethod(char* input,char* output,int width,int height,int N)	Dithering processing, dithering matrix method, default N=2.
void NormalizedLogBuffer1(char* input,char* output,int width,int height)	Logarithmic transformation, normalized logarithm.
void NormalizedLogBuffer2(char* input,char* output,int width,int height)	Logarithmic transformation, normalized logarithm.
void TernaryGrayLevel1(char* input,char* output,int width,int height)	Triple grayscale.
void TernaryGrayLevel2(char* input,char* output,int width,int height)	Triple grayscale.
void BestEdgeMap1(char* input,char* output,int width,int height)	Best edge map.
void BestEdgeMap2(char* input,char* output,int width,int height)	Best edge map.
void Skeletonize(char* input,char* output,int width,int height)	Skeletonization.
void SeparableDiffusion(char* input,char* output,int width,int height)	Separable diffusion.
void Denoising(char* input1,char* input2,char* output,int width,int	Remove noise.

height)	
void Luminosity(char* input,char* output,int width,int height)	Brightness adjustment.
void Average(char* input,char* output,int width,int height)	Averaging.
void MinMax(char* input,char* output,int width,int height)	Min and Max.
void Shrink(char* input,char* output,int width,int height)	Contraction.
void BilinearTransformation(char* input,char* output,int width,int height,int newwidth,int newheight)	Bilinear transformation.
void DitherMatrixMethod(char* input,char* output,int width,int height,int N)	Fourth level jitter, default N=2.
void Dewarped1(char* input,char* output,int width,int height,int Offset,double a,double b)	Dewaxing. a is to check whether the radius is<=a in the output image, and then twist it. Reference: Offset=256, a=256.5, b=0.5.
void Dewarped2(char* input,char* output,int width,int height,int Offset,double a,double b,double coeffx[12],double coeffy[12])	Dewaxing. a is to check whether the radius is<=a in the output image, and then twist it. Reference: Offset=256, a=256.5, b=0.5。 Dewaxing specification: double coeffx[12] = { 1.00056776e+00, -5.68880703e-04, -1.13998357e-03, 1.00056888e+00,-5.65549579e-04,-1.13554790e-03, 9.99434446e-01 , 5.66658513e-04 , 1.13110351e-03 , 9.99433341e-01 , 5.67767429e-04 , 1.13553921e-03 }; double coeffy[12] = {-5.67763072e-04, 1.00056888e+00, 1.13998357e-03, 5.68880703e-04, 9.99434450e-01, -1.13554790e-03, 5.65553919e-04,

	9.99433341e-01, -1.13110351e-03, -5.66658513e-04, 1.00056777e+00, 1.13553921e-03};
void TextureSegmentation1(char* input,char* output,int width,int height,int K,int N)	Texture segmentation, default K=6, N=100.
void TextureSegmentation2(char* input,char* output,int width,int height,int K,int N)	Texture segmentation, default K=6, N=100.
void TextureClassification(vector <string> filename,char* output,int width,int height,int K,int N,int a)	Texture classification, where a is the number of images to be classified. For example, if there are three image names in filename, a=3; Output is the classification result file, formatted as a text file in txt format; The default is K=4 and N=1000.
void ErrorDiffusion1(char* input,char* output,int width,int height)	Error diffusion.
void ErrorDiffusion2(char* input,char* output,int width,int height)	Error diffusion.
void ErrorDiffusion3(char* input,char* output,int width,int height)	Error diffusion.
void Thin(char* input,char* output,int width,int height)	Image refinement.
void OilPainting(char* input,char* output,int width,int height,int N)	Oil painting effect, default N=2.
void OilPainting1(char* input,char* output,int width,int height,int N)	Oil painting effect, default N=2.
void AverageFiltering(char* inputfile,char* outputfile,int width,int height)	3*3 Average filtering.
void GeometricMeanFiltering(char* inputfile,char* outputfile,int width,int height)	3*3 Geometric mean filtering.
void MedianFiltering(char* inputfile,char* outputfile,int width,int height)	Median filtering.

void FFT(char* input,char* output,int width,int height)	FFT function.
void LowPassOrHighPassFiltering(char* input,char* output,int width,int height,int LOW_PASS,int DEGREE)	Low pass or high pass filtering. LOW_PASS=1 is low-pass filtering, otherwise it is high-pass filtering, DEGREE is the degree of filtering, such as DEGREE=0.
void IFFT(char* input,char* output,int width,int height,int LOW_PASS,int DEGREE)	IFFT function. LOW_PASS=1 is low-pass filtering, otherwise it is high-pass filtering, DEGREE is the degree of filtering, such as DEGREE=0.
void BMPtoRAW(char* inputfile,char* outputfile)	Convert BMP images to RAW images. Supports 24 BMP images.
void BMPtoRAW1(char* input,char* output)	Convert BMP images to RAW images. Supports 24 BMP images.

BMP image processing

unsigned char** BMPRead8(char* input)	Read the pixels of an 8-bit BMP image.
void GenerateImage8(char* output,unsigned char** color)	Generate an 8-bit BMP image, where output is the name of the generated image file and color is the pixel data.

BMPMat** BMPRead(char* input)	Read the pixels of 24-bit and 32-bit BMP images.
	The following structure needs to be introduced:
	typedef struct {
	unsigned char B; //Blue channel components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;

unsigned int BMPHeight(char* input)	Read the height of the BMP image.

unsigned int BMPWidth(char* input)	Read the width of the BMP image.

void GenerateImage(char* output,BMPMat** color,unsigned short type)	Generate 24 bit and 32 bit BMP images. type is equal to the number of digits in the image, such as type=24.
	Reference case:
	BMPMat** color = (BMPMat**)malloc(sizeof(BMPMat*)*1280);
	for (unsigned int i = 0; i < 1280; i++)
	{
	color[i] = (BMPMat*)malloc(sizeof(BMPMat)*2450);
	}
	for (unsigned int i = 0; i < 1280; i++) {
	for (unsigned int j = 0; j < 2450; j++) {
	color[i][j].B =0;
	color[i][j].G =0;
	color[i][j].R =255;
	}
	}

void HistogramEqualization5(char* input,char* output)	Histogram equalization, supporting 8-bit and 16 bit BMP. Input is the input file name, and output is the output file name.
void Resize(char* input,char* output,int Height,int Width)	Image scaling, supporting 8-bit and 16-bit BMPs. Input is the input file name, and output is the output file name. Height and Width are the height and width of the output image.
double MeanBrightness(char* input)	Calculate the average brightness of the image, supporting 8-bit and 16-bit BMPs. input is the input file name.
int IsBitMap(FILE *fp)	Determine if it is a bitmap.
int getWidth(FILE *fp)	Obtain the width of the image.
int getHeight(FILE *fp)	Obtain the height of the image.
unsigned short getBit(FILE *fp)	Obtain the number of bits per pixel.
unsigned int getOffSet(FILE *fp)	The starting position for obtaining data.
void BMPtoYUV(char*	Convert BMP images to YUV images,

input,char* output, char yuvmode)	where input is the input file name and output is the output file name. yuvmode is the three mode options for YUV files, with values of '0', '2', and '4', respectively 420,422,444
void BMPtoYUV420I(char* input,char* output)	Convert BMP images to YUV420 images, where input is the input file name and output is the output file name.
void BMPtoYUV420II(char* input,char* output)	Convert BMP images to YUV420 images, where input is the input file name and output is the output file name.
void BlobAnalysis1(char* input,char* output,int c1,int c2)	Blob analysis, c1 and c2 are color related parameters, reference: c1=128, c2=127. Supports BMP images.
void DCMtoBMP(string input,char* output)	Convert DCM images to BMP images. Input is the input file name, and output is the output file name.
void Ins1977(char* input,char* output,int ratio)	Ins1977 filter, where input is the input file name and output is the output file name. Reference : ratio=100。
void LOMO(char* input,char* DarkAngleInput,char* output,int ratio)	LOMO filter, DarkAngleInput is the name of the dark corner template image. Reference: ratio=100。
void PNGGray(char* input,char* output)	Grayscale the image, where input is the input file name and output is the output file name.
void PNGSpotlight(char* input,char* output,int centerX,int centerY,double a,double b,double c,double d,double e)	Spotlight effect, where input is the input file name and output is the output file name. Focus coordinates (centerX, centerY), such as: centerX=400, centerY=180; a, b, c, d, e are related parameters, with default values of a=100, b=100, c=160, d=80, e=0.5.
void PNGIllinify(char* input,char* output)	Phantom effect, where input is the input file name and output is the output file name.
void PNGWaterMark(char* input1,char* input2,char* output)	The image must be watermarked, and the dimensions of input1 and input2 must be the same.
void Short(char* input,char* output,int a,int b,int c,double d,int depth)	Dwarfing effect. a=1,b=128,c=2,d=0.5, depth=24。 Supports 24 bit BMP images.

void Rise(char* input,char* output,int a,int b,double c,int d,int depth)	Increase special effects. a=1, b=128, c=0.5, d=2, depth=24。 Supports 24 bit BMP images.
void Short1(char* input,char* output,int a,int b,double c,double d,int depth)	Dwarfing effect. a=1, b=128, c=0.5, d=0.5, depth=24。 Supports 24 bit BMP images.
void Handstand(char* input,char* output,int a,int b,double c,int depth)	Inverted special effect. a=1, b=128, c=0.5, depth=24。 Supports 24 bit BMP images.
void Fat(char* input,char* output,int a,int b,double c,int depth)	Obesity specific effects. a=1, b=128, c=0.5, depth=24。 Supports 24 bit BMP images.
void HighFoot(char* input,char* output,int a,int b,int c,double d,int depth)	High foot effect. a=1, b=128, c=2, d=0.5, depth=24。 Supports 24 bit BMP images.
void CurvedCurve(char* input,char* output,int a,int b,int c,int d,double e,int depth)	Curved special effect. a=1,b=128,c=4, d=2, e=0.5, depth=24。 Supports 24 bit BMP images.
void Thin(char* input,char* output,int a,int b,double c,double d,int depth)	Refine special effects. a=1, b=128, c=0.5,d=0.5,depth=24。Supports 24 bit BMP images.
void Winding(char* input,char* output,int lim,int a,int b,int c,int d,double e,int depth)	Bending effect. lim=20,a=1,b=128,c=4, d=5, e=0.5, depth=24。 Supports 24 bit BMP images.

void CrossDenoising(unsigned char** input,unsigned char** output,double a)	The cross method removes isolated pixels.
	The following structures and declarations need to be introduced:
	typedef struct {
	unsigned char B; //Blue channel components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;

	typedef struct {
	double B;
	double G;
	double R;
	double A;
	}BMPMatdouble;
	
	void Conversion8(unsigned char** input,double** output);
	void Conversion8(double** input,unsigned char** output);
	void Conversion24(BMPMat** input,BMPMatdouble** output);
	void Conversion24(BMPMatdouble** input,BMPMat** output);

void CrossDenoising(BMPMat** input,BMPMat** output,double a)	The cross method removes isolated pixels.
	The following structures and declarations need to be introduced:
	typedef struct {
	unsigned char B; //Blue channel components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;
	
	typedef struct {
	double B;
	double G;
	double R;
	double A;
	}BMPMatdouble;
	
	void Conversion8(unsigned char** input,double** output);
	void Conversion8(double**

	input,unsigned char** output);
	void Conversion24(BMPMat** input,BMPMatdouble** output);
	void Conversion24(BMPMatdouble** input,BMPMat** output);

void CrossConnectionDenoising(unsigned char** input,unsigned char** output,double a)	The crossover method removes isolated pixels.
	The following structures and declarations need to be introduced:
	typedef struct {
	unsigned char B; //Blue channel components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;
	
	typedef struct {
	double B;
	double G;
	double R;
	double A;
	}BMPMatdouble;
	
	void Conversion8(unsigned char** input,double** output);
	void Conversion8(double** input,unsigned char** output);
	void Conversion24(BMPMat** input,BMPMatdouble** output);
	void Conversion24(BMPMatdouble** input,BMPMat** output);

void CrossConnectionDenoising(BMPMat** input,BMPMat** output,double a)	The crossover method removes isolated pixels.
	The following structures and declarations need to be introduced:
	typedef struct {
	unsigned char B; //Blue channel

	components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;
	
	typedef struct {
	double B;
	double G;
	double R;
	double A;
	}BMPMatdouble;
	
	void Conversion8(unsigned char** input,double** output);
	void Conversion8(double** input,unsigned char** output);
	void Conversion24(BMPMat** input,BMPMatdouble** output);
	void Conversion24(BMPMatdouble** input,BMPMat** output);

void MatrixDenoising(unsigned char** input,unsigned char** output,double a)	The matrix method removes isolated pixels.
	The following structures and declarations need to be introduced:
	typedef struct {
	unsigned char B; //Blue channel components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;

	typedef struct {
	double B;
	double G;
	double R;
	double A;
	}BMPMatdouble;
	
	void Conversion8(unsigned char** input,double** output);
	void Conversion8(double** input,unsigned char** output);
	void Conversion24(BMPMat** input,BMPMatdouble** output);
	void Conversion24(BMPMatdouble** input,BMPMat** output);

void MatrixDenoising(BMPMat** input,BMPMat** output,double a)	The matrix method removes isolated pixels.
	The following structures and declarations need to be introduced:
	typedef struct {
	unsigned char B; //Blue channel components of 24-bit and 32-bit BMP images
	unsigned char G; //Green channel components of 24-bit and 32-bit BMP images
	unsigned char R; //Red channel component of 24-bit and 32-bit BMP images
	unsigned char A; // Alpha channel for 32-bit BMP images only
	}BMPMat;
	
	typedef struct {
	double B;
	double G;
	double R;
	double A;
	}BMPMatdouble;
	
	void Conversion8(unsigned char** input,double** output);
	void Conversion8(double**

	input,unsigned char** output);
	void Conversion24(BMPMat** input,BMPMatdouble** output);
	void Conversion24(BMPMatdouble** input,BMPMat** output);

void ImageFusion3(char* input1,char* input2,char* output,int block_height,int block_width,double threshold)	Fusion of multi focus images, supporting 8-bit BMP images. block_height=8 , block_width=8 , threshold=1.75。
void ImageFusion4(char* input1,char* input2,char* output,int block_height,int block_width,double threshold)	Fusion of multi focus images, supporting 8-bit BMP images. block_height=8 , block_width=8 , threshold=1.75。
void ImageFusion5(char* input1,char* input2,char* MaskImage,char* output,int dx[],int dy[],int a,double b1,int DX1,int DY1,double EPS)	Image fusion. Reference：a=3，b1=4，DX1=-68，DY1=-99，EPS=1，input1="Image fusion1.jpg" , input2="Image fusion2.jpg"，MaskImage="Mask.png"，output="output.jpg"。 int dx[] = {0,0,-1,1}; int dy[] = {-1,1,0,0};
void Screenshot3(HWND hWnd,LPCWSTR OutputImage)	Screenshot function. hWnd is the window handle to be screenshot, such as：GetDesktopWindow()；OutputImage is the screenshot name.
void Screenshot1(HWND hWnd,LPCWSTR OutputImage)	Screenshot function. hWnd is the window handle to be screenshot, such as：GetDesktopWindow()；OutputImage is the screenshot name.
void Screenshot2(HWND hWnd,LPCWSTR OutputImage)	Screenshot function. hWnd is the window handle to be screenshot, such as：GetDesktopWindow()；OutputImage is the screenshot name.
void Dark(char* input,char* output,int ratio)	Dimming filter. Reference：ratio=100。
void WaveFilter(char* input,char* output,int degree,int a)	Wave deformation special effect filter, degree is the degree of filter (wave distortion). Generate BMP images when a=0, JPG images when a=1, PNG images when a=2, and TGA images when a=3. Reference: degree=10.
void PinchFilter(char* input,char* output,int a)	Squeeze deformation special effect filter, generate BMP image when a=0,

	JPG image when a=1, PNG image when a=2, and TGA image when a=3.
void PinchFilter(char* input,char* output,int cenX,int cenY,int a)	Squeeze deformation special effect filter, generate BMP image when a=0, JPG image when a=1, PNG image when a=2, TGA image when a=3, cenX is the X coordinate of the deformation center point, and cenY is the Y coordinate of the deformation center point.
void SpherizeFilter(char* input,char* output,int a)	The spherical deformation special effect filter generates BMP images when a=0, JPG images when a=1, PNG images when a=2, and TGA images when a=3.
void SpherizeFilter(char* input,char* output,int cenX,int cenY,int a)	The spherical deformation special effect filter generates a BMP image when a=0, a JPG image when a=1, a PNG image when a=2, and a TGA image when a=3. cenX is the X coordinate of the deformation center point, and cenY is the Y coordinate of the deformation center point.
void SwirlFilter(char* input,char* output,int ratio,int a)	Rotate the deformation special effect filter, generate BMP image when a=0, JPG image when a=1, PNG image when a=2, TGA image when a=3, ratio=3.
void SwirlFilter(char* input,char* output,int cenX,int cenY,int ratio,int a)	Rotate the deformation special effect filter, generate BMP image when a=0, JPG image when a=1, PNG image when a=2, TGA image when a=3, ratio=3, cenX is the X coordinate of the deformation center point, and cenY is the Y coordinate of the deformation center point.
void ClosedOperation(char* input,char* output)	Closed operation, where input is the input file name and output is the output file name. Supports 4-bit BMP images.
void ColorTransfer(char* input1,char* input2,char* output)	Color transfer.
void GrayImage1(char* input,char* output)	Histogram equalization.
void ChannelHisteq(char*	Histogram equalization.

input, char* output)	
void HSVtoRGB(char* input, char* output)	HSV to RGB。
void HistogramEqualizationOnGrayImage(string input,char* output)	Histogram equalization.
CImg<unsigned int> HistogramEqualizationOnGrayImage2(string input)	Histogram equalization.
void HistEqualColorImageOneColorChannel(string input, char* output)	Histogram equalization.
CImg<unsigned int> HistEqualColorImageOneColorChannel1(string input)	Histogram equalization.
void HistEqualColorImageThreeColorChannels(string input, char* output)	Histogram equalization.
CImg<unsigned int> HistEqualColorImageThreeColorChannels(string input)	Histogram equalization.
void HistEqualColorImageHSISpace(string input, char* output)	HSI Space.
CImg<unsigned int> HistEqualColorImageHSISpace(string input)	HSI Space.
void ColorTransfer1(char* sourceImage,string targetImage, char* output)	Color transfer.
CImg<unsigned int> ColorTransfer2(string sourceImage, string targetImage)	Color transfer.
void BMPtoJPG(char* input,char* output,int a)	Convert BMP images to JPG images. Supports 24 bit BMP images, and the size must be a multiple of 8. a represents the degree of file compression. The larger the number, the smaller the compressed file volume, such as a=100.

void PartialColorRetention(char* input,char* output,int ratio)	Partial color retention filters. Reference: ratio=60.
void GrayImageConversion8(char* input,char* output)	Generate grayscale images that support 8-bit BMP images. Input is the input file name, and output is the output file name.
void Gray(char* input,char* output)	Grayscale image conversion, supporting 24 bit BMP images. Input is the input file name, and output is the output file name.
void GrayImageConversion(char* input,char* output)	Color image to grayscale image, where input is the color image to be processed and output is the name of the grayscale image generated after processing. Supports 24 bit BMP images.
void BinaryImageVerticalMirror(unsigned char *input,unsigned char *output,unsigned int w,unsigned int h)	The binary image is vertically mirrored. Input is the pixel data of the input image, output is the pixel data of the output image, w is the width of the input image, and h is the height of the input image.
void GrayImageVerticalMirror(unsigned char *input,unsigned char *output,unsigned int w,unsigned int h)	The grayscale image is vertically mirrored, where input is the pixel data of the input image, output is the pixel data of the output image, w is the width of the input image, and h is the height of the input image.
void ColorImageVerticalMirror(unsigned char *input,unsigned char *output,unsigned int w,unsigned int h)	Color images are vertically mirrored, where input is the pixel data of the input image, output is the pixel data of the output image, w is the width of the input image, and h is the height of the input image.
void OTSU(char* input,char* output,int BeforeThreshold)	Otsu algorithm, where input is the input file name and output is the output file name. BeforeThreshold is the initial threshold, such as BeforeThreshold=10. Supports 8-bit BMP images.
void LowerBrightness(char* input,char* output,int a,int	Turn down the brightness, where input is the input file name and output is

b)	the output file name. Supports 24 bit BMP images. The reference values for a and b can be a=100 and b=0.
void HightBrightness(char* input,char* output,int a,int b)	Turn up the brightness, where input is the input file name and output is the output file name. Supports 24 bit BMP images. The reference values for a and b can be a=100 and b=0.
void IterativeThresholdSelection(char* input,char* output)	Iteration threshold selection, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void DitheringMethod(char* input,char* output)	Jitter method, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void LogTransformation(char* input,char* output,int constant)	Logarithmic transformation, where input is the input file name and output is the output file name. Supports 8-bit BMP images. constant is a related parameter, such as constant=15.
void LogarithmicTransformation(char* input,char* output)	Logarithmic transformation, where input is the input file name and output is the output file name. Supports BMP images.
void HistogramEqualization(char* input,char* output)	Histogram equalization,input is the name of the input file and output is the name of the output file. Supports BMP images.
void Binarization(char* input,char* output,int threshold)	Binary, where input is the input file name and output is the output file name. Supports 24 bit BMP images. Threshold is the threshold, such as threshold=128.
void Expansion(char* input,char* output,unsigned char mask[9],int c)	The binary image expands. Reference：mask[9]={0,255,0,255,255,255,0,255,0}，c=128。
void Corrosion(char* input,char* output,unsigned char mask[9],int c)	Binary image corrosion. Reference：mask[9]={0,255,0,255,255,255,0,255,0}，c=128。
void OpenOperation(char* input,char* output,unsigned char mask[9],int c)	Open operation of binary image. Reference ： mask[9]={0,255,0,255,255,255,0,255,0}

	, c=128。
void ClosedOperation(char* input,char* output,unsigned char mask[9],int c)	Closed operation of binary image. Reference : mask[9]={0,255,0,255,255,255,0,255,0} , c=128。
void OpenOperationToExtractContour(char* input,char* output,unsigned char mask[9],int c)	Contour extraction from binary image by open operation. Reference : mask[9]={0,255,0,255,255,255,0,255,0} , c=128。
void ExpansionOperationToContourExtraction(char* input,char* output,unsigned char mask[9],int c)	The contour of binary image is extracted by dilation operation. Reference : mask[9]={0,255,0,255,255,255,0,255,0} , c=128。
void CorrosionCalculationToContourExtraction(char* input,char* output,unsigned char mask[9],int c)	The contour of binary image is extracted by etching operation. Reference : mask[9]={0,255,0,255,255,255,0,255,0} , c=128。
void Glaw(char* input,char* output,int ratio)	Luminous filter. Reference: ratio=100.
void LowPassFilter(char* input,char* output)	Low pass filter, where input is the input file name and output is the output file name. Supports BMP images.
void HighPassFilter(char* input,char* output)	High pass filter, where input is the input file name and output is the output file name. Supports BMP images.
void Thinning(char* input,char* output)	Image refinement, where input is the input file name and output is the output file name. Supports BMP images.
void ThinningLine(char* input,char* output)	The image is refined and linearized, with input being the input file name and output being the output file name. Supports BMP images.
void Corrosion(char* input,char* output)	Corrosion, input is the input file name, and output is the output file name. Supports 4-bit BMP images.
void Corrosion1(char* input,char* output,int *TempBuf, int TempH, int TempW)	Corrosion, input is the input file name, and output is the output file name. Supports 24 bit BMP images. TempBuf is a corrosion template, and TempH and TempW are the height and width of TempBuf, respectively. For

	example, if TempH=4 and TempW=4, there is TempBuf[4][4].
void Expand(char* input,char* output,int *TempBuf, int TempH, int TempW)	Inflation, input is the input file name, and output is the output file name. Supports 24 bit BMP images. TempBuf is an expansion template, and TempH and TempW are the height and width of TempBuf, respectively. For example, if TempH=4 and TempW=4, there is TempBuf[4][4].
unsigned char** create2DImg(unsigned char* input, int w, int h)	The grayscale image pixels stored linearly are converted into 2D.
unsigned char getMaxPixelWhole(unsigned char **input,int x,int y,int w,int h,int *Kernal,int kernalW,int halfKernalW)	Take the maximum value of the specified area of the image (to determine if it exceeds the boundary).
unsigned char getMaxPixelCenter(unsigned char **input,int x,int y,int *Kernal,int kernalW,int halfKernalW)	Take the maximum value of the specified area of the image (without determining whether it exceeds the boundary).
unsigned char** imgDilate(unsigned char *input,int w,int h,int *Kernal,int kernalW,int halfKernalW)	Image inflation.
unsigned char getMinPixelWhole(unsigned char **input,int x,int y,int w,int h,int *Kernal,int kernalW,int halfKernalW)	Take the minimum value of the specified area of the image (to determine if it exceeds the boundary).
unsigned char getMinPixelCenter(unsigned char **input,int x,int y,int *Kernal,int kernalW,int halfKernalW)	Take the minimum value of the specified area of the image (without determining whether it exceeds the boundary).
unsigned char** imgErode(unsigned char *input,int w,int h,int *Kernal,int kernalW,int halfKernalW)	Image corrosion.
void Corrosion(unsigned char	Binary corrosion.

*input,unsigned char *output,int rows,int cols,int mat[5][5])	
void Expansion(unsigned char *input,unsigned char *output,int rows,int cols,int mat[5][5])	Binary expansion.
void GaussianBlurFilter(char* input,char* output)	Gaussian filter, supporting PNG files.
void GaussianFiltering(char* input,char* output)	Gaussian filter, input is the name of the input file, and output is the name of the output file. Supports 24 bit BMP images.
void LaplaceEnhancement(char* input,char* output)	Laplace enhancement, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void Residual(char* input,char* output)	Find residuals, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void SunlightFilter(char* input,char* output,int intensity,int radius,int x,int y)	Illumination special effect filter, intensity is the intensity of the light, such as intensity=255; Radius is the lighting range, such as radius=600; x and y are the positions of illumination, such as x=100, y=60.
void Compress(char* input,char* output)	Compression, supporting multiple files. Input is the file name to be compressed, and output is the compressed file name.
void Decompression(char* input, char* output)	Decompression, supporting multiple files. Input is the name of the file to be extracted, and output is the name of the extracted file.
void BlackWhite(char* input,char* output)	Black and white conversion, where input is the original image of the input and output is the black and white image of the output. Supports 24 bit BMP images.
void Underexposure(char* input,char* output)	Image underexposure, where input is the original input image and output is the underexposed output image.

	Supports 24 bit BMP images.
void Overexposure(char* input,char* output)	Image overexposure, where input is the original input image and output is the overexposed output image. Supports 24 bit BMP images.
void Nostalgia(char* input,char* Mask,char* output,int ratio)	Nostalgia filter, input and Mask are both input file names, Mask is the wrinkled image path, ratio=100.
void GammaTransform(char* input,char* output)	Gamma transformation, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void GrayScale(char* input,char* output)	Grayscale, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void GrayImageBinarization(char* input,char* output,int bit,int threshold)	Grayscale image binarization, bit is used to set the number of bits, such as bit=8; Threshold is the threshold, such as threshold=200. Supports 8-bit BMP images.
void GreyPesudoColor(char* input,char* output)	Pseudo colorization of grayscale images, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void CalculateCumulativeHistogramMap(char* input,char* outfile)	Calculate the cumulative histogram and map it, with input being the input file name and output being the output file name. Supports 24 bit BMP images.
void Translation(string input,char* output,int dx,int dy)	Image translation, where input is the input file, dx and dy are the horizontal and vertical movement distances (in pixels), and negative values indicate left/down movement; output is the file name of the result after the translation operation. Supports BMP images.
void Mirrored(string input,char* output,char axis)	Mirror transformation, where input is the input file, output is the file name of the result after the mirror operation, and axis is the direction of the mirror transformation (represented by X or Y). Supports BMP images.
void Sheared(string	Miscutting transformation, where

input,char* output,char axis,double Coef)	input is the input file, output is the file name of the result after the miscutting operation, axis and Coef are the direction of the miscutting transformation (represented by X or Y) and the miscutting coefficient, respectively. Negative values are offset left/down. Supports BMP images.
void Scaled(string input,char* output,double cx,double cy)	Scaling operation, where input is the input file, output is the result file name after the scaling operation, cx and cy are the horizontal and vertical scaling coefficients, respectively. A coefficient greater than 1 indicates stretching, and a coefficient less than 1 indicates compression. Supports BMP images.
void Rotated1(string input,char* output,double angle)	Image rotation, where input is the input file, output is the file name of the rotated image, and angle is the rotation angle in radians. Supports BMP images.
void SaltNoise(char* input,char* output,int a,int b,int c,int d)	Add salt and pepper noise, where a and b are noise related parameters, such as a=3 and b=3; C and d are color related parameters, such as c=0, d=255. Supports 8-bit BMP images.
void CrossProcess(char* input,char* output,int ratio)	Cross printing filter. Reference: ratio=100.
void Conversion8(unsigned char** input,short** output)	unsigned char** to short**, output is used to save the results (with the same size as input).
void Conversion8(short** input,unsigned char** output)	short** to unsigned char**, output is used to save the results (with the same size as input).
void Conversion8(unsigned char** input,int** output)	unsigned char** to int**, output is used to save the results (with the same size as input).
void Conversion8(int** input,unsigned char** output)	int** to unsigned char**, output is used to save the results (with the same size as input).
void Conversion8(unsigned char** input,unsigned int**	unsigned char** to unsigned int**, output is used to save the results

output)	(with the same size as input).
void Conversion8(unsigned int** input,unsigned char** output)	unsigned int** to unsigned char**, output is used to save the results (with the same size as input).
void Conversion8(unsigned char** input,float** output)	unsigned char** to float **, output is used to save the results (with the same size as input).
void Conversion8(float** input,unsigned char** output)	float ** to unsigned char**, output is used to save the results (with the same size as input).
void Conversion8(unsigned char** input,double** output)	unsigned char** to double **, output is used to save the results (with the same size as input).
void Conversion8(double** input,unsigned char** output)	double ** to unsigned char**, output is used to save the results (with the same size as input).
void Conversion8(unsigned char** input,char** output)	unsigned char** to char **, output is used to save the results (with the same size as input).
void Conversion8(char** input,unsigned char** output)	char ** to unsigned char**, output is used to save the results (with the same size as input).
void Conversion24(BMPMat** input,BMPMatshort** output)	BMPMat ** to BMPMatshort **, output is used to save the results (with the same size as input).
void Conversion24(BMPMatshort** input,BMPMat** output)	BMPMatshort ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion24(BMPMat** input,BMPMatint** output)	BMPMat ** to BMPMatint **, output is used to save the results (with the same size as input).
void Conversion24(BMPMatint** input,BMPMat** output)	BMPMatint ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion24(BMPMat** input,BMPMatfloat** output)	BMPMat ** to BMPMatfloat **, output is used to save the results (with the same size as input).
void Conversion24(BMPMatfloat** input,BMPMat** output)	BMPMatfloat ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion24(BMPMat** input,BMPMatdouble** output)	BMPMat ** to BMPMatdouble **, output is used to save the results (with the same size as input).
void	BMPMatdouble ** to BMPMat **, output

Conversion24(BMPMatdouble** input,BMPMat** output)	is used to save the results (with the same size as input).
void Conversion24(BMPMat** input,BMPMatchar** output)	BMPMat ** to BMPMatchar **, output is used to save the results (with the same size as input).
void Conversion24(BMPMatchar** input,BMPMat** output)	BMPMatchar ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion32(BMPMat** input,BMPMatshort** output)	BMPMat ** to BMPMatshort **, output is used to save the results (with the same size as input).
void Conversion32(BMPMatshort** input,BMPMat** output)	BMPMatshort ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion32(BMPMat** input,BMPMatint** output)	BMPMat ** to BMPMatint **, output is used to save the results (with the same size as input).
void Conversion32(BMPMatint** input,BMPMat** output)	BMPMatint ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion32(BMPMat** input,BMPMatfloat** output)	BMPMat ** to BMPMatfloat **, output is used to save the results (with the same size as input).
void Conversion32(BMPMatfloat** input,BMPMat** output)	BMPMatfloat ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion32(BMPMat** input,BMPMatdouble** output)	BMPMat ** to BMPMatdouble **, output is used to save the results (with the same size as input).
void Conversion32(BMPMatdouble** input,BMPMat** output)	BMPMatdouble ** to BMPMat **, output is used to save the results (with the same size as input).
void Conversion32(BMPMat** input,BMPMatchar** output)	BMPMat ** to BMPMatchar **, output is used to save the results (with the same size as input).
void Conversion32(BMPMatchar** input,BMPMat** output)	BMPMatchar ** to BMPMat **, output is used to save the results (with the same size as input).
void MeanFiltering(char* input,char* output)	Mean filtering, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void MeanFltering1(char* input,char* output)	Mean filtering, where input is the input file name and output is the

	output file name. Supports 8-bit and 24-bit BMP images.
void KapoorAlgorithm(char* input,char* output,int BeforeThreshold)	Kapoor algorithm, where input is the input file name and output is the output file name. BeforeThreshold is the initial threshold, such as BeforeThreshold=150. Supports 8-bit BMP images.
void OpenOperation(char* input,char* output)	Open operation, where input is the input file name and output is the output file name. Supports 4-bit BMP images.
void Diffusion(char* input,char* output,int ratio)	Diffusion filter. Reference: ratio=90.
void LapulasFiltering(char* readPath,char* writePath,float CoefArray[9],float coef)	Laplace filtering, readPath is the original image, and writePath is the file name of the processed image. Supports 8-bit BMP images. Reference values for each parameter: Definition * 3 Template (Laplace): float CoefArray[9]={1.0f,2.0f,1.0f,2.0f,4.0f,2.0f,1.0f,2.0f,1.0f}; Define the coefficient multiplied before the template (Laplace): float coef=(float)(1.0/16.0);
void ImageFiltering(char* input,char* output,float kernel[3][3])	Image filtering, where input is the input file name and output is the output file name. The kernel is a fuzzy kernel. Supports 24 bit BMP images.
void ComicStrip(char* input,char* output,int ratio)	Comics filter. Reference: ratio=100.
void BrightnessAdjustment1(char* input,char* output,int brightness,int contrast)	Brightness and contrast adjustment. Reference: brightness=-30, contrast=100.
void BrightnessAdjustment2(char* input,char* output,int brightness,int contrast)	Brightness and contrast adjustment. Reference: brightness=-30, contrast=100.
void	Zero padding and symmetric expansion,

ZeroFillingSymmetricExtension(char* input,char* output)	supporting 8-bit and 24-bit BMP images.
void PopArtStyle(char* input,char* output,int ratio)	Pop art style filters. Reference: ratio=100.
void LightLeakage(char* input,char* Mask,char* output,int ratio)	Leakage filter, input and Mask are both input image names, Mask is the leakage template image, ratio=90.
void LinearFiltering(char* input,char* output,short average[3][3])	Linear filtering, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Reference template: short average[3][3] = {{1, 2, 1}, {2, 4, 2}, {1, 2, 1}};
void MedianFiltering(char* input,char* output,short average[3][3])	Median filtering, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Reference template: short average[3][3] = {{1, 2, 1}, {2, 4, 2}, {1, 2, 1}};
void SharpeningFiltering(char* input,char* output,short average[3][3],short sharpen[3][3])	Sharpening filtering, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Reference template: short average[3][3] = {{1, 2, 1}, {2, 4, 2}, {1, 2, 1}}; short sharpen[3][3] = {{-1, -1, -1}, {-1, 8, -1}, {-1, -1, -1}};
void GradientSharpening(char* input,char* output,short average[3][3],short soble1[3][3],short soble2[3][3])	Gradient sharpening, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Reference template: short average[3][3] = {{1, 2, 1}, {2, 4, 2}, {1, 2, 1}}; short soble1[3][3] = {{-1, -2, -1},

	{0, 0, 0}, {1, 2, 1}}; short soble2[3][3] = {{-1, 0, 1}, {-2, 0, 2}, {-1, 0, 1}};
void ArithmeticMeanFilter(char* input,char* output)	Arithmetic mean filter, input is the input file name, and output is the output file name. Supports 8-bit BMP images.
void GeometricMeanFilter(char* input,char* output)	For the geometric mean filter, input is the name of the input file and output is the name of the output file. Supports 8-bit BMP images.
void HarmonicMeanFilter(char* input,char* output)	Harmonic averaging filter, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void ContraHarmonicMeanFilter(char* input,char* output)	Anti harmonic averaging filter, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Filter(char* input,char* output)	Filter, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Mosaic(char* input,char* output,int x)	Mosaicize the image, where input is the input file name and output is the output file name. x is the size of the mosaic processed block. Supports 24 bit BMP images.
void MosaicFilter(char* input,char* output,int ratio)	Mosaic filter. Reference: ratio=50.
void Expansion(char* input,char* output)	Inflation, input is the input file name, and output is the output file name. Supports 4-bit BMP images.
void MidSmoothing(char* input,char* output)	Median filter: input is the name of the input file and output is the name of the output file. Supports 8-bit BMP images.
void AvgSmoothing(char* input,char* output)	Mean filter, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Averaging(char* input1,char* input2,char*	Image averaging, where input is the input file name and output is the

input3,char* output,int a)	output file name. a is the average related parameter, such as a=3. Supports 8-bit BMP images.
void PlaneSlicing(char* input,char* output)	Flat slice, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Translation(char* input,char* output,int xoffset,int yoffset)	Image translation, reference: xoffset=-100, yoffset=-100.
void SharpeningSpatialFiltering8(char* input,char* output,int model[9])	Sharpen spatial filter, where input is the input file name and output is the output file name. Model is a sharpened template. Supports 8-bit grayscale images.
void PseudoGrayscale(char* input,char* output)	Pseudo grayscale, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void TwoColors(char* input,char* output,int threshold,unsigned char color1,unsigned char color2)	Dichromization, where input is the input file name and output is the output file name. Threshold is the threshold, such as threshold=115; color1 and color2 are the two colors to fill. Supports 24 bit BMP images.
void PNGImageGeneration(char* filename,const unsigned char img[],unsigned W,unsigned H,int x)	Filename is the name of the generated PNG image file; img is the pixel data of the image, W is the width of the image, H is the height of the image, x=0 selects to generate an RGB image, and x=1 selects to generate an RGBA image.
void MakeSphere(double V[3],double S[3], double r, double a, double m, int ROWS, int COLS, char* output)	Using a reflection model to generate an image of a sphere under orthogonal projection, where V is the direction of the camera, output is the file name of the output result image, ROWS is the number of rows in the output image, and COLS is the number of columns in the output image. Reference: V[3] = {0.0, 0.0, 1.0}, S[3] = {0.0, 0.0, 1.0}, r=50, a=0.5, m=1. Support RAS files.
void MakeSphere(double vector_v[3],double	Generate an image of a sphere using a reflection model, vector_v is the

vector_s[3], double r, double a, double m, int ROWS,int COLS,char* output,double max)	direction of the camera, output is the file name of the output result image, ROWS is the number of rows in the output image, and COLS is the number of columns in the output image. Reference: vector_v[3] = {0.0, 0.0, 1.0}, vector_s[3] = {0.0, 0.0, 1.0}, r=50, a=0.5, m=1.Support RAS files.
void BilateralFiltering(string input,char* output,double ssd, double sdid)	For Bilateral filter, input is the name of the input file and output is the name of the output file. Supports 24 bit BMP images. SSD and SDID are the standard deviations in the spatial domain and the standard deviations in the intensity domain, respectively.
void DoubleLayerErosion(char* input,char* output)	A double-layer morphological erosion with a circular structure set, supporting 8-bit and 24-bit BMP images.
void BinaryImageHorizontalMirror(unsigned char *input,unsigned char *output,unsigned int w,unsigned int h)	Horizontal mirror image of binary image.
void GrayImageHorizontalMirror(unsigned char *input,unsigned char *output,unsigned int w,unsigned int h)	Horizontal mirroring of grayscale images.
void ColorImageHorizontalMirror(unsigned char *input,unsigned char *output,unsigned int w,unsigned int h)	Horizontal mirroring of color images.
void SketchFilter(char* input,char* output,int ratio)	Sketch filter. Reference: ratio=100.
void Zoom(char* input,char* output,float scaleX,float scaleY,int interpolation)	Zoom. Reference: scaleX=5, scaleY=5, interpolation=0 or interpolation=1。
void AddGaussNoise(char* input,char* output)	Add Gaussian noise, where input is the input file name and output is the output file name. Supports 8-bit BMP

	images.
void AddSaltPepperNoise(char* input,char* output)	Add salt and pepper noise, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void ChannelSeparation(char* input,char* Routput,char* Goutput,char* Boutput)	Channel separation, where input is the input file name, Output is the red channel image, Gouutput is the green channel image, and Bouutput is the green channel image. Supports 24 bit BMP images.
void PatternMethod(char* input,char* output,unsigned char Template[8][8])	Pattern method, where input is the input file name and output is the output file name. Template is an array of templates. Supports 8-bit BMP images.
void LayerAlgorithm(char*input,char* inputMix,char* output,int alpha,int blendModel)	Layer algorithm, where input is the base layer image and inputMix is the mixed layer image. Reference : alpha=50, blendModel=26。 The corresponding pattern for the values of blendModel is as follows: 1 Typical 2 Dissolution 3 darkening 4 layers 5 Color Burn Mode 6 Linear deepening 7 tone 8 Brightening 9 Covering 10 color fade mode 11 Linear Dilution 12 light colors 13 stacking 14 Soft light mode 15 strong light mode 16 Bright mode 17 Linear light mode 18 point light mode 19 strong hybrid mode 20 differential 21 Exclusion mode 22 subtraction operation

	23 Image segmentation 24 color mode 25 color saturation 26 Coloring 27 brightness mode
void BMP24LossyCompression(char* input,char* output)	Image lossy compression, where input is the BMP file name to be compressed and output is the file name to be output after lossy compression. Supports 24 bit BMP images.
void BMP24LossyDecompression(char* input,char* output)	Image lossy decompression, where input is the file name to be decompressed and output is the BMP file name after decompression. Supports 24 bit BMP images.
void BMP24LosslessCompression(char* input,char* output)	Lossless image compression, where input is the BMP file name to be compressed and output is the file name output after lossless compression. Supports 24 bit BMP images.
void BMP24LosslessDecompression(char* input,char* output)	Lossless image decompression, where input is the file name to be decompressed and output is the BMP file name after decompression. Supports 24 bit BMP images.
void ImageDiscoloration(char* input,char* output,double a,double b,double c)	The image changes color, where input is the input file name and output is the output file name. For example, a=0.2126, b=0.7152, c=0.0722. Supports 24 bit BMP images.
unsigned char** HorizontalConcavity(unsigned char** input,int RANGE,int height,int width)	The horizontal concavity of image deformation returns the processing result. Reference: RANGE=400.
unsigned char** HorizontalConvexity(unsigned char** input,int RANGE,int height,int width)	The horizontal convexity of image deformation returns the processing result. Reference: RANGE=400.
unsigned char** TrapezoidalDeformation(unsigned char** input,int height,int width,double k)	The trapezoidal deformation of image deformation returns the processing result. Reference: k=0.3.
unsigned char** TriangularDeformation(unsign	Triangle deformation of image deformation, returns the processing

ed char** input,int height,int width,double k)	result. Reference: k=0.5.
unsigned char** SDeformation(unsigned char** input,int height,int width,int RANGE)	S deformation of image deformation, returns the processing result. Reference: RANGE=450.
int LsdLineDetector(unsigned char *src, int w, int h,float scaleX, float scaleY, boundingbox_t bbox, std::vector<line_float_t> &lines)	LSD linear detector. [in] src: Image, single channel [in] w: width [in] h: High [in] scaleX: The scaling factor on the X-axis [in] scaleY: The scaling factor on the Y-axis [in] bbox: The bounding box to be detected [in/out] lines: Results return: 0:ok; 1:error The following structures need to be introduced: typedef struct { int x; int y; int width; int height; }boundingbox_t; typedef struct { float startx; float starty; float endx; float endy; }line_float_t;
int EdgeDrawingLineDetector(unsigned char *src, int w, int h,float scaleX, float scaleY, boundingbox_t bbox, std::vector<line_float_t> &lines)	Edge scoring detector. [in] src: Image, single channel [in] w: width [in] h: High [in] scaleX: The scaling factor on the X-axis [in] scaleY: The scaling factor on the Y-axis [in] bbox: The bounding box to be detected

	[in/out] lines: Results return： 0:ok; 1:error The following structures need to be introduced： typedef struct { int x; int y; int width; int height; }boundingbox_t; typedef struct { float startx; float starty; float endx; float endy; }line_float_t;
int PropagatedFilter1(unsigned char *src, unsigned char *guidance, unsigned char *dst,int w, int h, int c, int r, float sigma_s, float sigma_r)	Propagation filter. [in] src: Input image [in] guidance: guide image [in/out] dst: output image [in] w: width [in] h: High [in] c: Image channel, only c=1 or c=3 [in] r: Local window radius [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. return： 0:ok; 1:error
int	Propagation filter.

PropagatedFilter2(unsigned char *src, unsigned char *guidance, unsigned char *dst,int w, int h, int c, int r, float sigma_s, float sigma_r)	[in] src: Input image [in] guidance: guide image [in/out] dst: output image [in] w: width [in] h: High [in] c: Image channel, only c=1 or c=3 [in] r: Local window radius [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. return: 0:ok; 1:error
int BoxfilterFilter(unsigned char *src, unsigned char *dst,int w, int h, int c, int r)	Square box filtering. [in] src: Input image, single channel [in/out] dst: Output image, single channel [in] w: width [in] h: High [in] c: Image channel, only c=1 [in] r: Local window radius return: 0:ok; 1:error
int BoxfilterFilter1(unsigned char *src, unsigned char *dst,int w, int h, int c, int r)	Square box filtering. [in] src: Input image, single channel [in/out] dst: Output image, single channel [in] w: width [in] h: High [in] c: Image channel, only c=1 [in] r: Local window radius return: 0:ok; 1:error
int fast_guided_filter(unsigned	Fast guided filtering [in] src: Input image, single channel

char *src, unsigned char *guidance, unsigned char *dst,int w, int h, int c, int r, float rp, float sr,float _scale)	[in] guidance: Guidance image, single channel [in/out] dst: Output image, single channel [in] w: width [in] h: High [in] c: Image channel, only c=1 [in] r: Local window radius [in] rp: regularization Parameters: eps [in] sr: secondary sampling rate, sr>1: scale down, 0<sr<1: scale up If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error eg: r = 4, (try sr = r/4 to sr=r),(try rp=0.1^2, 0.2^2, 0.4^2) try:(src,guidance,dst,w,h,1,4,0.01,4,255*255) condition: (MIN(w, h) / sr) > 1 condition: (int)(r / sr + 0.5f) >= 1
int fast_guided_filter1(unsigned char *src, unsigned char *guidance, unsigned char *dst,int w, int h, int c, int r, float rp, float sr,float _scale)	Fast guided filtering [in] src: Input image, single channel [in] guidance: Guidance image, single channel [in/out] dst: Output image, single channel [in] w: width [in] h: High [in] c: Image channel, only c=1 [in] r: Local window radius [in] rp: regularization Parameters: eps [in] sr: secondary sampling rate, sr>1: scale down, 0<sr<1: scale up If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error eg: r = 4, (try sr = r/4 to sr=r),(try rp=0.1^2, 0.2^2, 0.4^2) try:(src,guidance,dst,w,h,1,4,0.01,4,255*255) condition: (MIN(w, h) / sr) > 1 condition: (int)(r / sr + 0.5f) >= 1

int HoughLineDetector(unsigned char *src, int w, int h,float scaleX, float scaleY, float CannyLowThresh, float CannyHighThresh,float HoughRho, float HoughTheta, float MinThetaLinelength, float MaxThetaGap, int HoughThresh,HOUGH_LINE_TYPE_CODE _type,boundingbox_t bbox, std::vector<line_float_t> &lines)	Hoff line detector. [in] src: Image, single channel [in] w: width [in] h: High [in] scaleX: The scaling factor on the X-axis [in] scaleY: The scaling factor on the Y-axis [in] CannyLowThreshold: Low threshold for hysteresis processes in Canny operators [in] CannyHighThreshold: High threshold for hysteresis processes in Canny operators HoughRho: The distance resolution of the accumulator in pixels HoughTheta: The angle resolution of the accumulator in radians [in] MinThetaLinelength: Standard: For standard and multi-scale Hough transforms, check the minimum angle of the line Propagation ability: minimum line length. Line segments smaller than are rejected [in] MaxThetaGap: Standard: For standard and multi-scale Hough transforms, check the maximum angle of the line Probability based: maximum allowable gap between points connected to the same line HoughThreshold: Accumulator threshold parameter. Only those rows that receive sufficient votes will return (>threshold) [in] _type: hough Line method: hough_line_STANDARD or hough_line_PROBABILISTIC [in] bbox: The bounding box to be detected [in/out] lines: Results return 0:ok; 1:error _type: HOUGH_LINE_STANDARD:

	Standard Hough Line Algorithm
	HOUGH_LINE_PROBABILISTIC：Probability Hough Line Algorithm
	When HOUGH_LINE_STANDARD is running, the line points may be located outside of the image coordinates.
	
	standard: try (src,w,h,scalex,scaley,70,150, 1, PI/180, 0, PI, 100, HOUGH_LINE_STANDARD, bbox, line)
	Probabilistic: try (src,w,h,scalex,scaley,70,150, 1, PI/180, 30, 10, 80, HOUGH_LINE_STANDARD, bbox, line)。
	The following structures need to be introduced：
	typedef enum _HOUGH_LINE_TYPE_CODE
	{
	HOUGH_LINE_STANDARD = 0,
	//standad hough line
	HOUGH_LINE_PROBABILISTIC = 1,
	//probabilistic hough line
	
	}HOUGH_LINE_TYPE_CODE;
	typedef struct
	{
	int x;
	int y;
	int width;
	int height;
	}boundingbox_t;
	typedef struct
	{
	float startx;
	float starty;
	float endx;
	float endy;
	}line_float_t;

void _fast_bilateral_filter_singlechannel(unsigned char *src, unsigned char *guidance, unsigned char *dst, int w,	Fast Bilateral filter single channel. [in] src: Input image, single channel [in] guidance: Guidance image, single channel [in/out] dst: Output image, single

int h, float sigma_s, float sigma_r,float _scale)	channel [in] w: width [in] h: High [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error
int fast_bilateral_filter_single channel(unsigned char *src, unsigned char *guidance, unsigned char *dst, int w, int h, int c, float sigma_s, float sigma_r,float _scale)	Fast Bilateral filter single channel. [in] src: Input image, single channel [in] guidance: Guidance image, single channel [in/out] dst: Output image, single channel [in] w: width [in] h: High [in] c: Image channel, only c=1 [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see

	sigmaSpace) will blend together, resulting in a larger semi isochromatic region. If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error
void _fast_bilateral_filter_color (unsigned char *src, unsigned char *dst, int w, int h, float sigma_s, float sigma_r,float _scale)	Fast Bilateral filter RGB channel. [in] src: Input image, RGB channel [in/out] dst: Output image, RGB channel [in] w: width [in] h: High [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error
int fast_bilateral_filter_color(unsigned char *src, unsigned char *dst, int w, int h, int c, float sigma_s, float sigma_r,float _scale)	Fast Bilateral filter RGB channel. [in] src: Input image, RGB channel [in/out] dst: Output image, RGB channel [in] w: width [in] h: High [in] c: Image channel, only c=3 [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies

	the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error
int FastBilateralFilter(unsigned char *src, unsigned char *guidance, unsigned char *dst, int w, int h, int c, float sigma_s, float sigma_r,float _scale)	Fast Bilateral filter. [in] src: Input image [in] guidance: Guide image, single channel, only a single channel is valid [in/out] dst: output image [in] w: width [in] h: High [in] c: Image channel, only c=1 or c=3 [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error If the boot is NULL, the color filter can still be obtained
int	Fast Bilateral filter.

permutohedral_bilateral_filter(unsigned char *src, unsigned char *guidance, unsigned char *dst,int w, int h, int c, float sigma_s, float sigma_r,float _scale)	[in] src: Input image [in] guidance: guide image [in/out] dst: output image [in] w: width [in] h: High [in] c: Image channel, only c=1 or c=3 [in] sigma_s: Filter Sigma in Coordinate Space. The larger the value of the parameter, the more distant pixels will affect each other as long as the colors are close enough (see sigmaColor). When d>0, it specifies the neighborhood size without considering sigmaSpace. Otherwise, d is proportional to sigmaSpace. [in] sigma_r: Filter Sigma in Color Space. The larger the value of this parameter, the farther away colors within the pixel neighborhood (see sigmaSpace) will blend together, resulting in a larger semi isochromatic region. If regularization _scale = 1; If not regularization _scale = 255*255 return: 0:ok; 1:error try:(src,guidance,dst,w,h,c,1.6f,0.6f,255*255)
void HighPassFilter(char* input,char* output,int preserve)	High pass filter. Reference : preserve=0。
void EmbossFilter(char* input,char* output,int preserve)	Relief filter. Reference：preserve=1。
void SharpenFilter(char* input,char* output,int preserve)	Sharpen the filter. Reference : preserve=1。
void Convolution(char* input,char* output,int w,int preserve)	Convolutional. Reference : w=7 , preserve=1。
void GaussianBlur(char* input,char* output,float sigma,int preserve)	Gaussian blur. Reference：sigma=2, preserve=1。
void HybridImage(char* input1,char* input2,char*	Blending images. Reference：sigma=2, preserve=1。

output,float sigma,int preserve)	
void LowFrequencyImage(char* input,char* output,float sigma,int preserve)	Low frequency images. Reference：sigma=2, preserve=1。
void HighFrequencyImage(char* input,char* output,float sigma,int preserve)	High frequency images. Reference：sigma=2, preserve=1。
void HighFrequencyImage1(char* input,char* output,float sigma,int preserve)	High frequency images. Reference：sigma=2, preserve=1。
void Bilateral(char* input,char* output,float sigma1, float sigma2)	Bilateral filter. Reference：sigma1=3, sigma2=0.1。
void SkinSmooth(char* input,char* output,int a,int b)	The skin is fine and smooth, a represents the smoothness level, b represents whether to apply skin filters, a=2, b=1.
void Resize1(char* input,char* output,int w, int h)	Image blur, w=713, h=467.
void Resize2(char* input,char* output,int w, int h)	Image blur.
void Shift(char* input,char* output,int ch, float v)	Shift function, ch=1, v=0.1.
void RGBtoHSV(char* input,char* output)	RGB to HSV。
void HSVtoRGB(char* input,char* output)	HSV to RGB。
void RGBtoLCH(char* input,char* output)	RGB to LCH。
void LCHtoRGB(char* input,char* output)	LCH to RGB。
void ColorTransfer(char* input1,char* input2,char* output)	Color transfer.
void DrawText(char* inputText,char* output,int width,int height,int depth,int spectrum,int x,int y, unsigned char R,unsigned	Text drawing, R=255, G=255, B=255, depth=1, spectrum=3, (x, y) is the coordinates of the text, color1 is the foreground color, color2 is the background color, opacity=1, font=60.

char G,unsigned char B,unsigned char color1[],unsigned char color2[],float opacity,unsigned int font)	
void EqualizedGray(char* input, char* output)	Histogram equalization of grayscale image.
void ColorHistogramEqualization(char* input, char* output)	Histogram equalization of color map.
void AverageHistogram(char* input, char* output)	Histogram equalization.
void HSIHist(char* input, char* output)	HIS histogram.
void ImageCutting(char* input,char* output,int leftdownx,int leftdowny,int rightupx,int rightupy)	Image cropping, where input is the input file name and output is the output file name. leftdownx, leftdowny, rightupx, rightupy are the coordinates of the bottom left and top right corners of the rectangular area to be cropped (four consecutive integer values, such as 50, 50, 300, 300). Supports 24 bit BMP images.
void ImageLayerAlgorithm(char* input,char* output)	Image layer algorithm.
void RGBtoGraywithoutLUT(char* input,char* output)	Grayscale image without LUT, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void RGBtoGraywithLUT(char* input,char* output)	The image has LUT grayscale, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void PiecewiseLinearTransform(char* input,char* output)	Piecewise linear transformation, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void PowerConvertion(char* input,char* output,double c,double g)	Power conversion, where input is the input file name and output is the output file name. For example, c=1.2, g=0.5. Supports 8-bit BMP images.
void LaplacianEnhancement(char*	Laplace image enhancement, where input is the input file name and output is

input,char* output,int N,int LaplMask[3][3])	the output file name. For example, N=1. Supports 8-bit BMP images.
	Reference template:
	int LaplMask[3][3] = {
	0,1,0,
	1, -4, 1,
	0, 1, 0
	};

void Smooth(char* input,char* output)	Smooth, input is the input file name, and output is the output file name. Supports 8-bit BMP images.

void LaplaceSmooth(char* input,char* output,int N,int LaplMask[3][3])	Laplace smoothing, where input is the input file name and output is the output file name. For example, N=1. Supports 8-bit BMP images.
	Reference template:
	int LaplMask[3][3] = {
	0,1,0,
	1, -4, 1,
	0, 1, 0
	};

void Sobel1(char* input,char* output,int N,int SblMask1[3][3],int SblMask2[3][3])	Sobel operator, where input is the input file name and output is the output file name. For example, N=1. Supports 8-bit BMP images.
	Reference template:
	int SblMask1[3][3] = {
	-1,-2,-1,
	0, 0, 0,
	1, 2, 1
	};
	int SblMask2[3][3] = {
	-1, 0, 1,
	-2, 0, 2,
	-1, 0, 1
	};

void SobelSmooth(char* input,char* output,int N,int SblMask1[3][3],int SblMask2[3][3])	Sobel smoothing, where input is the input file name and output is the output file name. For example, N=1. Supports 8-bit BMP images. Reference template: int SblMask1[3][3] = { -1,-2,-1, 0, 0, 0,

	1, 2, 1
	};
	int SblMask2[3][3] = {
	-1, 0, 1,
	-2, 0, 2,
	-1, 0, 1
	};

void Multiply(char* input,char* output,int N,int SblMask1[3][3],int SblMask2[3][3],int LaplMask[3][3])	Image multiplication, where input is the input file name and output is the output file name. For example, N=1. Supports 8-bit BMP images.
	Reference template:
	int LaplMask[3][3] = {
	0,1,0,
	1, -4, 1,
	0, 1, 0
	};
	int SblMask1[3][3] = {
	-1,-2,-1,
	0, 0, 0,
	1, 2, 1
	};
	int SblMask2[3][3] = {
	-1, 0, 1,
	-2, 0, 2,
	-1, 0, 1
	};

void Add(char* input,char* output,int N,int SblMask1[3][3],int SblMask2[3][3],int LaplMask[3][3])	Image addition, where input is the input file name and output is the output file name. For example, N=1. Supports 8-bit BMP images.
	Reference template:
	int LaplMask[3][3] = {
	0,1,0,
	1, -4, 1,
	0, 1, 0
	};
	int SblMask1[3][3] = {
	-1,-2,-1,
	0, 0, 0,
	1, 2, 1
	};
	int SblMask2[3][3] = {
	-1, 0, 1,

	-2, 0, 2, -1, 0, 1 };

void PowerConvertion1(char* input,char* output,double c,double g,int N,int SblMask1[3][3],int SblMask2[3][3],int LaplMask[3][3])	Power conversion, where input is the input file name and output is the output file name. For example, c=1.2, g=0.5, N=1. Supports 8-bit BMP images.
	int LaplMask[3][3] = {
	0,1,0,
	1, -4, 1,
	0, 1, 0
	};
	int SblMask1[3][3] = {
	-1,-2,-1,
	0, 0, 0,
	1, 2, 1
	};
	int SblMask2[3][3] = {
	-1, 0, 1,
	-2, 0, 2,
	-1, 0, 1
	};

void BlackWhite(char* input,char* output)	Black-and-white image, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void RandomOperation(char* input,char* output,unsigned char treshold1,unsigned char treshold2,unsigned char treshold3,unsigned char treshold4,unsigned char treshold5,unsigned char treshold6,unsigned char red,unsigned char green,unsigned char blue,int color1,int color2,int color3,int color4,int color5,int color6,int color7,int color8)	Feel free to operate, input is the input file name, and output is the output file name. Supports 24 bit BMP images.
void SpecialEffects1(char* input,char* output,unsigned char red,unsigned char green,unsigned char blue)	Image special effects, where input is the input file name and output is the output file name. Supports 24 bit BMP images.

void NostalgicFilter(BMPMat** input,BMPMat** output)	Retro filter, supporting 24 bit BMP images.
void SizeTransformation(short** input,short** output,short height,short width,short out_height,short out_width)	Image scaling, supporting 8-bit BMP images.
void ReverseColor(short** input,short** output,long height,long width,short GRAY_LEVELS)	Image inversion.
void Logarithm(short** input,short** output,long height,long width,short c)	Logarithmic transformation, default c=10.
void Gamma(short** input,short** output,long height,long width,double c)	Power law (gamma) transformation, default c=1.2.
void HistogramEqualization(short** input, short** output, long height, long width,short GRAY_LEVELS)	Histogram equalization.
void SmoothLinearFiltering(short** input, short** output,long height, long width,short average[3][3])	Smooth linear filter.
void MedianFiltering(short** input, short** output, long height, long width)	Median filter.
void Laplace(short** input,short** output,long height,long width,short sharpen[3][3])	Laplace operator.
void Sobel(short** input,short** output,long height,long width,short soble1[3][3],short soble2[3][3])	Sobel operator.
void DFTRead(short** input, double** output,long height,long width)	2D discrete Fourier transform, real part image.
void DFTImaginary(short**	2D discrete Fourier transform,

input,double** output,long height,long width)	imaginary part image.
void FreSpectrum(short **input, short **output,long height,long width)	Translation of Fourier transform.
void IDFT(double** re_array,double** im_array,short** output,long height,long width)	Two dimensional discrete Fourier inverse transform.
void AddGaussianNoise(short** input,short** output,long height,long width)	Add Gaussian noise.
void AddSaltPepperNoise(short** input, short** output,long height,long width)	Add salt and pepper noise.
void MeanFilter(short** input,short** output,long height,long width)	Mean filter.
void GeometricMeanFilter(short** input,short** output,long height,long width,double product)	Geometric mean filter, default product=1.0.
void HarmonicMeanFiltering(short** input,short** output,long height,long width,double sum)	Harmonic mean filtering, default sum=0.
void InverseHarmonicMeanFiltering (short** input,short** output,long height,long width,int Q)	Inverse harmonic mean filter, Q is the order of the filter, Q is positive to eliminate pepper noise, Q is negative to eliminate salt noise, Q=0 is arithmetic mean filter, Q=-1 harmonic mean filter, default Q=2.
void Threshold(short** input,short** output,long height,long width,int delt_t,double T)	Basic global threshold processing method.
void OTSU(short** input,short** output,long height,long width,short GRAY_LEVELS)	Otsu method for optimal global threshold processing.

void MatrixGlobalAddition24(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global addition based on template matrix.
void MatrixGlobalSubtraction24(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global subtraction based on template matrix.
void MatrixGlobalMultiplication24(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global multiplication based on template matrix.
void MatrixGlobalDivision24(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global division based on template matrix.
void MatrixGlobalAddition32(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global addition based on template matrix.
void MatrixGlobalSubtraction32(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global subtraction based on template matrix.
void MatrixGlobalMultiplication32(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global multiplication based on template matrix.
void MatrixGlobalDivision32(BMPMat** input1,BMPMat** input2,BMPMat** output)	Global division based on template matrix.
void MatrixGlobalAddition8(unsigned char** input1,unsigned char** input2,unsigned char** output)	Global addition based on template matrix.
void MatrixGlobalSubtraction8(unsigned char** input1,unsigned char** input2,unsigned char** output)	Global subtraction based on template matrix.
void MatrixGlobalMultiplication8(	Global multiplication based on template matrix.

unsigned char** input1,unsigned char** input2,unsigned char** output)	
void MatrixGlobalDivision8(unsigned char** input1,unsigned char** input2,unsigned char** output)	Global division based on template matrix.

void ColorRectangleLocalSegmentation(char* input,char* output,int x1,int y1,int x2,int y2,BMPMat color)	The color image is partially truncated in a rectangular manner and filled with other parts. (x1, y1) is the coordinates of the upper left corner of the rectangle, and (x2, y2) is the coordinates of the lower right corner of the rectangle.
	Function source code:
	The following header file needs to be introduced:
	typedef struct {
	unsigned char B;
	unsigned char G;
	unsigned char R;
	unsigned char A;
	}BMPMat;
	State:
	unsigned char** BMPRead8(char* input);
	void GenerateImage8(char* output,unsigned char** color);
	BMPMat** BMPRead(char* input);
	void GenerateImage(char* output,BMPMat** color,unsigned short type);
	unsigned int BMPHeight(char* input);
	unsigned int BMPWidth(char* input);
	Reference routine:
	BMPMat color={255,255,255};
	BMPMat** input=BMPRead(inputfile);
	BMPMat** output=BMPRead(inputfile);
	unsigned int height=BMPHeight(inputfile);

	unsigned int width=BMPWidth(inputfile);
	for(unsigned int i = 0;i<height;i++){
	for(unsigned int j = 0;j<width;j++){
	output[i][j].B=color.B;
	output[i][j].G=color.G;
	output[i][j].R=color.R;
	}
	}
	for(unsigned int i = y1;i<=y2;i++){
	for(unsigned int j = x1;j<=x2;j++){
	
	output[i][j].B=input[i][j].B;
	
	output[i][j].G=input[i][j].G;
	
	output[i][j].R=input[i][j].R;
	}
	}
	
	GenerateImage(outputfile,output,24);

void GrayRectangleLocalSegmentation(char* input,char* output,int x1,int y1,int x2,int y2,unsigned char color)	The grayscale image is partially truncated in a rectangular manner and filled with other parts. (x1, y1) is the coordinates of the upper left corner of the rectangle, and (x2, y2) is the coordinates of the lower right corner of the rectangle.
	Function source code:
	The following header file needs to be introduced:
	typedef struct {
	unsigned char B;
	unsigned char G;
	unsigned char R;
	unsigned char A;
	}BMPMat;
	State:
	unsigned char** BMPRead8(char* input);

	void GenerateImage8(char* output,unsigned char** color);
	BMPMat** BMPRead(char* input);
	void GenerateImage(char* output,BMPMat** color,unsigned short type);
	unsigned int BMPHeight(char* input);
	unsigned int BMPWidth(char* input);
	Reference routine:
	unsigned char color=255;
	unsigned char** input=BMPRead8(inputfile);
	unsigned char** output=BMPRead8(inputfile);
	unsigned int height=BMPHeight(inputfile);
	unsigned int width=BMPWidth(inputfile);
	for(unsigned int i = 0;i<height;i++){
	for(unsigned int j = 0;j<width;j++){
	output[i][j]=color;
	}
	}
	for(unsigned int i = y1;i<=y2;i++){
	for(unsigned int j = x1;j<=x2;j++){
	output[i][j]=input[i][j];
	}
	}
	
	GenerateImage8(outputfile,output);

void ColorDrawRectangle(char* input,char* output,int x1,int y1,int x2,int y2,BMPMat color)	Colorful drawing rectangle, (x1, y1) is the coordinates of the upper left corner of the rectangle, and (x2, y2) is the coordinates of the lower right corner of the rectangle. Function source code: The following header file needs to be introduced: typedef struct { unsigned char B;

```
    unsigned char G;
    unsigned char R;
    unsigned char A;
}BMPMat;
State：
unsigned    char**    BMPRead8(char*
input);
void            GenerateImage8(char*
output,unsigned char** color);
BMPMat** BMPRead(char* input);
void             GenerateImage(char*
output,BMPMat** color,unsigned short
type);
unsigned int BMPHeight(char* input);
unsigned int BMPWidth(char* input);
Reference routine：
    BMPMat color={255,255,255};
    BMPMat**
input=BMPRead(inputfile);
    BMPMat**
output=BMPRead(inputfile);
    unsigned                    int
height=BMPHeight(inputfile);
    unsigned                    int
width=BMPWidth(inputfile);
    for(unsigned    int    i    =
0;i<height;i++){
        for(unsigned    int    j    =
0;j<width;j++){
          output[i][j].B=color.B;
          output[i][j].G=color.G;
          output[i][j].R=color.R;
        }
    }
    for(unsigned    int    i    =
0;i<height;i++){
        for(unsigned    int    j    =
0;j<width;j++){
          if(j>=x1&&j<=x2&&i==y1)
          {
            output[i][j].B=color.B;
          output[i][j].G=color.G;
          output[i][j].R=color.R;
            }
```

	if(j==x1&&i>=y1&&i<=y2)
	{
	output[i][j].B=color.B;
	output[i][j].G=color.G;
	output[i][j].R=color.R;
	}
	if(j==x2&&i>=y1&&i<=y2)
	{
	output[i][j].B=color.B;
	output[i][j].G=color.G;
	output[i][j].R=color.R;
	}
	if(j>=x1&&j<=x2&&i==y2)
	{
	output[i][j].B=color.B;
	output[i][j].G=color.G;
	output[i][j].R=color.R;
	}
	}
	}
	
	GenerateImage(outputfile,output,24);

void GrayDrawRectangle(char* input,char* output,int x1,int y1,int x2,int y2,unsigned char color)	Gray scale drawing rectangle, (x1, y1) is the coordinates of the upper left corner of the rectangle, and (x2, y2) is the coordinates of the lower right corner of the rectangle.
	Function source code:
	The following header file needs to be introduced:
	typedef struct {
	unsigned char B;
	unsigned char G;
	unsigned char R;
	unsigned char A;
	}BMPMat;
	State:
	unsigned char** BMPRead8(char* input);
	void GenerateImage8(char* output,unsigned char** color);
	BMPMat** BMPRead(char* input);
	void GenerateImage(char* output,BMPMat** color,unsigned short

type);
unsigned int BMPHeight(char* input);
unsigned int BMPWidth(char* input);
Reference routine:

```
    unsigned char color=255;
    unsigned char** input=BMPRead8(inputfile);
    unsigned char** output=BMPRead8(inputfile);
    unsigned int height=BMPHeight(inputfile);
    unsigned int width=BMPWidth(inputfile);
    for(unsigned int i = 0;i<height;i++){
        for(unsigned int j = 0;j<width;j++){
           output[i][j]=color;
        }
    }
    for(unsigned int i = 0;i<height;i++){
        for(unsigned int j = 0;j<width;j++){
           if(j>=x1&&j<=x2&&i==y1)
           {
            output[i][j]=color;
            }
            if(j==x1&&i>=y1&&i<=y2)
           {
            output[i][j]=color;
            }
            if(j==x2&&i>=y1&&i<=y2)
           {
            output[i][j]=color;
            }
            if(j>=x1&&j<=x2&&i==y2)
           {
            output[i][j]=color;
            }
        }
    }

GenerateImage8(outputfile,output);
```

void Relief(BMPMat** input,BMPMat** output,int value)	Relief effect, default value=128.
void Relief(unsigned char** input,unsigned char** output,int value)	Relief effect, default value=128.
void Sharpening(BMPMat** input,BMPMat** output,double degree)	Image sharpening, default degree=0.3.
void Sharpening(unsigned char** input,unsigned char** output,double degree)	Image sharpening, default degree=0.3.
void Soften(BMPMat** input,BMPMat** output,int value)	Image softening, default value=9.
void Soften(unsigned char** input,unsigned char** output,int value)	Image softening, default value=9.
void flipX(char* input,char* output)	Flip in X direction, supporting JPG files.
void flipY(char* input,char* output)	Flip in Y direction, supporting JPG files.
void Crop(char* input,char* output,uint16_t start_x, uint16_t start_y, uint16_t new_height, uint16_t new_width)	Cropping.
void Resize(char* input,char* output,int new_width, int new_height)	Zoom.
void Scale(char* input,char* output,double ratio)	Proportion.
void GrayscaleAvg(char* input,char* output)	Average grayscale value.
void grayscaleLum(char* input,char* output)	Grayscale brightness.
void ColorMask(char* input,char* output,float r,float g,float b)	Color mask.
void PixeLize(char* input,char* output,int strength)	Pixarization. Reference: length=2.
void GaussianBlur(char* input,char* output,int	Gaussian blur. Reference: length=2.

strength)	
void EdgeDetection(char* input,char* output,double cutoff)	Edge detection. Reference: cutoff=115.
void Sharpen(char* input,char* output)	Sharpening.
void CannyProcessing(char* input, char* output, int a)	Canny processing, a can be 1, 2, 3, 4, or 5. Supports BMP images.
void AverageGrayScale(char* input,char* output)	Average grayscale.
void SimpleBW(char* input,char* output)	Easy BW.
void AdvancedBW(char* input,char* output)	Advanced BW.
void UniformNoise(char* input,char* output)	Uniform noise.
void GaussianNoise(char* input,char* output,double sigma)	Gaussian noise.
void SaltAndPepperNoise(char* input,char* output)	Spicy salt noise.
void MeanFilter(char* input,char* output,int filterSize)	Mean filtering.
void GaussianFilter(char* input,char* output,double sigma)	Gaussian filter.
void MedianFilter(char* input,char* output,int size)	Median filtering.
void EfficientMeanFilter(char* input,char* output,int filterSize)	Effective mean filter.
double MeanSquaredError(char* input1,char* input2,char* output)	Mean square error, calculate image similarity, and the smaller the return value, the more similar the image will be.
void GrayAVS(char* input,char* output,float k,float b)	Input is the input file name, and output is the output file name. Supports 8-bit BMP images.
void HistogramEqualize24(char* input,char* output)	Histogram equalization: input is the name of the input file and output is the name of the output file. Supports

	24 bit BMP images.
void MatrixTransformation(char* input,char* output)	Matrix transformation.
void Binarization(char* input,char* output)	Binarization.
void ChannelSeparation_B(char* input,char* output)	Separate the blue channel.
void ChannelSeparation_G(char* input,char* output)	Separate the green channel.
void ChannelSeparation_R(char* input,char* output)	Separate the red channel.
void Inverse(char* input,char* output)	Reversal.
void HistogramEqualization8(char* input,char* output)	Histogram equalization.
void Smooth(char* input,char* output)	Smooth.
void CannyEdge(char* input,char* output)	Canny operator.
void EdgeEnhance(char* input,char* output)	Edge enhancement.
void AvrFilter(char* input,char* output1,char* output2,int M,int N)	Input is the input file name, and output is the output file name. For example, M=21, N=1. Supports 8-bit BMP images.
void GryOppositionSSE(char* input,char* output)	Input is the input file name, and output is the output file name. Supports 8-bit BMP images.
void MedianFilter(char* input,char* output,int M,int N)	Median filter: input is the name of the input file and output is the name of the output file. For example, M=5, N=5. Supports 8-bit BMP images.
void EdgeSharpeningGry(char* input,char* output)	Input is the input file name, and output is the output file name. Supports 8-bit BMP images.
void SJGryandRiceTest(char* input,char* output)	Input is the input file name, and output is the output file name. Supports 8-bit BMP images.
void TextTest(char*	Input is the input file name, and

input,char* output)	output is the output file name. Supports 8-bit BMP images.
void RedChannel(char* input,char* output)	Generate a red channel image of the image, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void GreenChannel(char* input,char* output)	Generate a green channel image of the image, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void BlueChannel(char* input,char* output)	Generate a blue channel image of the image, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void HistogramStatistics(char* input,char* output)	Histogram statistics, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void HistogramEqualization1(char* input,char* output)	Histogram equalization: input is the name of the input file and output is the name of the output file. Supports 24 bit BMP images.
void ReflectionRay(char* input,char* output)	Reflection ray, input is the input file name, and output is the output file name. Supports 24 bit BMP images.
void MeanFiltering24(char* input,char* output)	Mean filtering, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void MedianFiltering24(char* input,char* output)	Median filtering, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void ZoomOutAndZoomIn(char* input,char* output,double value)	Scaling (bilinear interpolation), input is the input file name, and output is the output file name. value is the magnification, such as value=0.5. Supports 24 bit BMP images.
void Translation24(char* input,char* output,int x,int y)	Translation, where input is the input file name and output is the output file name. x is the translation of the horizontal axis, y is the translation of the vertical axis, such as x=-10, y=-30. Supports 24 bit BMP images.

void Mirror24(char* input,char* output)	Image, input is the input file name, and output is the output file name. Supports 24 bit BMP images.
void Rotate24(char* input,char* output,double degree)	Rotation, input is the input file name, and output is the output file name. Degree is the degree of rotation. Supports 24 bit BMP images.
void GivenThresholdMethod(char* input,char* output,int threshold)	Given the threshold method, the image is processed to black and white, with input being the input file name and output being the output file name. Threshold is the given threshold, such as threshold=100. Supports 24 bit BMP images.
void IterativeThresholdMethod(char* input,char* output)	The iterative threshold method processes images to make them black and white, with input being the input file name and output being the output file name. Supports 24 bit BMP images.
void OstuThresholdSegmentationMethod(char* input,char* output)	Ostu (Otsu method) threshold segmentation, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void Repudiation(char* input,char* output)	Reverse the pseudo color image, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void Gray1(char* input,char* output)	Convert a color image into a grayscale image, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void CorrectMethod(char* input,char* output)	The correct method is that input is the input file name and output is the output file name. Supports 24 bit BMP images.
void ChannelSeparation1(char* input,char* Routput,char* Goutput,char* Boutput)	Sort out the RGB components of the image and save them as independent images. input is the input file name, Routput is the red channel image, Gouutput is the green channel image, and Bouutput is the green channel image. Supports 24 bit BMP images.
void ReverseColor(char* input,char* output)	Invert the grayscale image, where input is the input file name and

	output is the output file name. Supports 8-bit BMP images.

Image1* LoadImage1(char* input)	BMP image reading, where input is the input file name. Supports 8-bit and 24-bit BMP images.
	Returns Image1 data, which has the following structure:
	typedef struct
	{
	int width;
	int height;
	int channels; //Number of image channels
	unsigned char* Data; //pixel data
	}Image1;

void SaveImage1(char* output,Image1* img)	Save Image1 data as a BMP image, where output is the name of the generated BMP image file and img is the image data to be saved. Supports 8-bit and 24-bit BMP images.
	The structure of Image1 data is as follows:
	typedef struct
	{
	int width;
	int height;
	int channels; // Number of image channels
	unsigned char* Data; // pixel data
	}Image1;

void ImageContrastExtension(char* input,char* output,double m,double g1,double g2,double a)	Image contrast extension, where input is the input file name and output is the output file name. Among them, reference can be made to: double m=1.5,g1=100.0,g2=200.0; m corresponds to the slope double a=(255.0-m*(g2-g1))/(255.0-(g2-g1)); Supports 8-bit BMP images.
void Binaryzation(char* input,char* output,int threshold)	Image binarization, where input is the input file name and output is the output file name. Threshold is the threshold for converting grayscale

	values into binary values, such as threshold=80. Supports 24 bit BMP images.
void GlobalBinarization(char* input,char* output)	Global binarization, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void AdaptiveBinarization(char* input,char* output)	Adaptive binarization, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void ExpansionOperation(char* input,char* output)	Expansion operation, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void CorrosionOperation(char* input,char* output)	Corrosion operation, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Operation1(char* input,char* output)	Open the operation, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Closed1(char* input,char* output)	Closed operation, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Negative1(char* input,char* output)	Image inversion, where input is the input file name and output is the output file name. Supports 24 bit BMP images.
void Negative(char* input,char* output)	Image inversion, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void ImageSynthesis(char* input1,char* input2,char* output)	Image synthesis.
void BlackWhite(char* input,char* output,float T,int border)	Black and white, supporting 8-bit and 24-bit BMP images. T is the threshold and border is the boundary range, such as T=50 and border=0.
IMAGE Image_bmp_load(char* filename)	Load BMP images.

void Image_bmp_save(char* filename,IMAGE im)	Save BMP image.
IMAGE TransformShapeNearest(IMAGE input, unsigned int newWidth, unsigned int newHeight)	Zoom the image (nearest neighbor interpolation).
IMAGE TransformShapeLinear(IMAGE input, unsigned int newWidth, unsigned int newHeight)	Scale the picture (bilinear interpolation).
IMAGE TransformShapeWhirl(IMAGE input, float angle)	The rotation of an image at any angle.
IMAGE TransformShapeUpturn(IMAGE input, int a)	Mirror flipping of images.
void TransformColorGrayscale(IMAGE im, int GrayscaleMode)	Color image to grayscale image, for the values of GrayscaleMode: 1 represents weighted method, 2 represents maximum method, 3 represents mean method, 4 represents red component method, 5 represents green component method, and 6 represents blue component method.
void TransformColorBWDIY(IMAGE input, unsigned char Threshold)	Binary plot (custom threshold method).
void TransformColorBWOSTU(IMAGE input)	Binary plot (Otsu method OSTU, applicable to bimodal histogram.)
void TransformColorBWTRIANGLE(IMAGE input)	Binary plot (trigonometric TRIANGLE, applicable to unimodal histograms.)
IMAGE TransformColorBWAdaptive(IMAGE input, int areaSize)	Binary plot (adaptive threshold method, areaSize=25 is more suitable)
IMAGE TransformColorBWGrayscale(IMAGE input, int areaSize)	Binary map (using a binary map to represent grayscale changes, areaSize=25 is more appropriate)
void TransformColorOpposite(IMAGE input)	Reverse color.
IMAGE	Histogram equalization (calculated

TransformColorHistogramPart(IMAGE input)	step by step, the effect is softer).
IMAGE TransformColorHistogramAll(IMAGE input)	Histogram equalization (overall calculation, more sharp effect).
IMAGE KernelsUseDIY(IMAGE input, double* kernels, int areaSize, double modulus)	Convolutional operation (custom).
IMAGE WavefilteringMedian(IMAGE input)	Median filtering.

IMAGE WavefilteringGauss(IMAGE input,double KERNELS_Wave_Gauss[9],int a,double b)	Gaussian filter.
	Gaussian filter convolution kernel:
	double KERNELS_Wave_Gauss[9] =
	{
	1, 2, 1,
	2, 4, 2,
	1, 2 ,1
	};

IMAGE Wavefiltering_LowPass(IMAGE input, double* kernels)	Low pass filtering.
	// Low pass filtering convolutional kernel LP1
	double KERNELS_Wave_LowPass_LP1[9] =
	{
	1 / 9.0, 1 / 9.0, 1 / 9.0,
	1 / 9.0, 1 / 9.0, 1 / 9.0,
	1 / 9.0, 1 / 9.0, 1 / 9.0
	};
	
	// Low pass filtering convolutional kernel LP2
	double KERNELS_Wave_LowPass_LP2[9] =
	{
	1 / 10.0, 1 / 10.0, 1 / 10.0,
	1 / 10.0, 1 / 5.0, 1 / 10.0,
	1 / 10.0, 1 / 10.0, 1 / 10.0
	};
	
	// Low pass filtering convolutional kernel LP3
	double KERNELS_Wave_LowPass_LP3[9] =
	{
	1 / 16.0, 1 / 8.0, 1 / 16.0,
	1 / 8.0, 1 / 4.0, 1 / 8.0,

	1 / 16.0, 1 / 8.0, 1 / 16.0 };

IMAGE WavefilteringHighPass(IMAGE input, double* kernels)	High pass filtering.
	//High pass filtering convolutional kernel HP1
	double KERNELS_Wave_HighPass_HP1[9] =
	{
	-1, -1, -1,
	-1, 9, -1,
	-1, -1 ,-1
	};
	
	//High pass filtering convolutional kernel HP2
	double KERNELS_Wave_HighPass_HP2[9] =
	{
	0, -1, 0,
	-1, 5, -1,
	0, -1 ,0
	};
	
	//High pass filtering convolutional kernel HP3
	double KERNELS_Wave_HighPass_HP3[9] =
	{
	1, -2, 1,
	-2, 5, -2,
	1, -2 ,1
	};

IMAGE Wavefiltering_Average(IMAGE input,double* KERNELS_Wave_Average)	Mean filtering.
	//Mean filtering convolutional kernel
	double KERNELS_Wave_Average[25] =
	{
	1, 1, 1, 1, 1,
	1, 1, 1, 1, 1,
	1, 1, 1, 1, 1,
	1, 1, 1, 1, 1,
	1, 1, 1, 1, 1
	};

IMAGE EdgeDetectionDifference(IMAGE input, double* kernels)	Differential edge detection. //Differential Vertical Edge Detection Convolutional Kernel double KERNELS_Edge_difference_vertical[9] =

	{
	0, 0, 0,
	-1, 1, 0,
	0, 0, 0
	};
	
	//Differential Horizontal Edge Detection Convolutional Kernel
	double KERNELS_Edge_difference_horizontal[9] =
	{
	0,-1, 0,
	0, 1, 0,
	0, 0, 0
	};
	
	//Differential Vertical and Horizontal Edge Detection Convolutional Kernel
	double KERNELS_Edge_difference_VH[9] =
	{
	-1, 0, 0,
	0, 1, 0,
	0, 0, 0
	};

IMAGE KernelsUseEdgeSobel(IMAGE input, double* kernels1, double* kernels2)	Sobel edge detection.
	//Sobel X edge detection convolutional kernel
	double KERNELS_Edge_Sobel_X[9] =
	{
	-1, 0, 1,
	- 2, 0, 2,
	-1, 0, 1
	};
	
	//Sobel Y edge detection convolutional kernel
	double KERNELS_Edge_Sobel_Y[9] =
	{
	-1, -2, -1,
	0, 0, 0,
	1, 2, 1

	};

IMAGE EdgeDetectionLaplace(IMAGE input, double* kernels)	Laplace edge detection.
	//Laplace edge detection convolutional kernel LAP1
	double KERNELS_Edge_Laplace_LAP1[9] =
	{
	0, 1, 0,
	1, -4, 1,
	0, 1, 0
	};
	
	//Laplace edge detection convolutional kernel LAP2
	double KERNELS_Edge_Laplace_LAP2[9] =
	{
	-1, -1, -1,
	-1, 8, -1,
	-1, -1, -1
	};
	
	//Laplace edge detection convolutional kernel LAP3
	double KERNELS_Edge_Laplace_LAP3[9] =
	{
	-1, -1, -1,
	-1, 9, -1,
	-1, -1, -1
	};
	
	//Laplace edge detection convolutional kernel LAP4
	double KERNELS_Edge_Laplace_LAP4[9] =
	{
	1, -2, 1,
	-2, 8, -2,
	1, -2, 1
	};

IMAGE MorphologyErosion(IMAGE input, double* kernels)	Corrosion.
	//Corrosive Convolutional Kernel
	double KERNELS_Morphology_Erosion_cross[9] =
	{
	0, 1, 0,
	1, 1, 1,

	0, 1, 0 };

IMAGE MorphologyDilation(IMAGE input, double* kernels)	Expansion.
	//Expansive Convolutional Kernel
	double KERNELS_Morphology_Dilation_cross[9] =
	{
	0, 1, 0,
	1, 1, 1,
	0, 1, 0
	};

IMAGE Pooling(IMAGE input, int lenght)	Pooling.
IGIMAGE IntegralImage(IMAGE input)	Obtain the points chart (before this, make sure the picture is "black on a white background").
void FaceDetection(char* input,char* output,double* KERNELS_Wave_Average)	Face detection.

IMAGE FaceDetection(IMAGE input1,IMAGE input2,double* KERNELS_Wave_Average)	Face detection.
	The following structures need to be introduced:
	typedef struct tagBGRA
	{
	unsigned char blue;
	unsigned char green;
	unsigned char red;
	unsigned char transparency;
	}BGRA, *PBGRA;
	typedef struct tagIMAGE
	{
	unsigned int w;
	unsigned int h;
	BGRA* color;
	}IMAGE, *PIMAGE;
	State:
	IMAGE Image_bmp_load(char* filename);
	void Image_bmp_save(char* filename,IMAGE im);
	Reference:
	//For processing
	IMAGE input2 = Image_bmp_load(inputfile);

	//For saving
	IMAGE input2=
	Image_bmp_load(inputfile);
	input2=FaceDetection(input1,input2,KERNELS_Wave_Average);
	//Save Picture
	Image_bmp_save(outputfile, input2);

void IntegralDiagram(unsigned int *input, unsigned int *output, int width, int height)	Image integration chart.
void ImageEncryption(char* inFileName,char* outFileName,char key)	Image encryption, supporting 8-bit, 24-bit, and 32-bit BMP images. InFileName is the original image file name, outFileName is the decrypted image file name, and key is the key, such as key=255.
void ImageDecryption(char* inFileName,char* outFileName,char key)	Image decryption, inFileName is the encrypted image file name, outFileName is the decrypted image file name, and key is the key, such as key=255. Supports 8-bit, 24-bit, and 32-bit BMP images.
void Compress8(string input,string output)	Image compression, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void Decompression(string input,string output)	Image decompression, where input is the input file name and output is the output file name. Support the compressed result file of 8-bit BMP images.
void HorizontalMirror(char* input,char* output)	Horizontal mirroring, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void MirrorVertically(char* input,char* output)	Vertical mirroring, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void XMirroring(char* input,char* output)	X image, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void YMirroring(char*	Y image, where input is the input file

input,char* output)	name and output is the output file name. Supports 8-bit BMP images.
void ImageConvolution(char* input,char* output,double** Kernel,int n,int m)	Image convolution, where input is the input file name and output is the output file name. Kernel is a convolutional kernel, such as double Kernel [3] [3]={{-0.225, -0.225-0.225}, {-0.225,1, -0.225}, {-0.225, -0.225, -0.225}; n is the size of the first dimension of Kernel, and m is the size of the second dimension of Kernel, shaped like Kernel [n] [m]. Supports 24 bit BMP images.
void SpatialMeanFiter(char* input,char* output,int radius)	Spatial mean filter. Reference: radius=3.
void SpatialMedianFiter(char* input,char* output,int radius)	Spatial median filter. Reference: radius=3.
void SpatialMaxFiter(char* input,char* output,int radius)	Maximum space filter. Reference: radius=3.
void SpatialMinFiter(char* input,char* output,int radius)	Minimum space filter. Reference: radius=3.
void SpatialGaussFiter(char* input,char* output,int radius)	Spatial Gaussian filter. Reference: radius=3.
void SpatialStatisticalFiter(char* input,char* output,int radius,float T)	Spatial statistical filters. Reference: radius=3, T=0.2.
void FFTAmp(char* input,char* output,bool inv)	FFT amplifier. Reference: inv=false.
void FFTPhase(char* input,char* output,bool inv)	FFT phase. Reference: inv=false.
void STDFT1(char* input,char* output,bool inv)	Reference: inv=false.
void STDFT2(char* input,char* output,bool inv)	Reference: inv=false.
void SpectrumShaping(char* input,char* inputMsk,char* output)	Image frequency domain filtering, FFT transformation - phase spectrum, inputMsk is the name of the input mask

	image.
void Translation(char* input,char* output,int x,int y,unsigned char color)	Image translation, where input is the input file name and output is the output file name. X and y are the amount of translation on the X and Y axes, with the right as the positive direction, and color is the color filled in the non original image area after translation, such as color=100. Supports 8-bit BMP images.
void CrossDenoising24(BMPMat** input,BMPMat** output,BMPMat threshold,BMPMat target)	The image removes certain pixels, and the output is used to save the results (the same size as the input).
void CrossDenoising8(unsigned char** input,unsigned char** output,unsigned char threshold,unsigned char target)	The image removes certain pixels, and the output is used to save the results (the same size as the input).
void ImageDecontamination(BMPMat** input,BMPMat** output,int x1,int y1,int x2,int y2)	Image decontamination. (x1, y1) is the upper left corner coordinate of the rectangular stain area, and (x2, y2) is the lower right corner coordinate of the rectangular stain area.
void ImageDecontamination(unsigned char** input,unsigned char** output,int x1,int y1,int x2,int y2)	Image decontamination. (x1, y1) is the upper left corner coordinate of the rectangular stain area, and (x2, y2) is the lower right corner coordinate of the rectangular stain area.
void ImageSharpening(char* input,char* output)	Image sharpening, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void SharpenLaplace(char* input,char* output,int ratio)	Laplace sharpening. Reference: ratio=100.
void SharpenUSM(char* input,char* output,int radius,int amount,int threshold)	USM sharpening. Reference: radius=5, amount=400, threshold=50.
void DrawRectangle(char* input,char* output,int x1,int y1,int x2,int	Draw a rectangle on a 24 bit BMP image using the passed in parameters. Input is the input file name, and output is

y2,unsigned char red,unsigned char green,unsigned char blue)	the output file name. (x1, y1) is the coordinates of the vertex on which the rectangle sits, and (x2, y2) is the coordinates of the lower right vertex of the rectangle; red is the red component of the rectangular wireframe, green is the green component of the rectangular wireframe, and blue is the blue component of the rectangle.
void GenerateBmp(unsigned char* pData,int width,int height,char* filename)	Generate a BMP image, where pData is the pixel data of the image, width and height are the width and height of the image, and filename is the file name of the generated image.
void Jpg24ImageGeneration(char* filename,unsigned int width, unsigned int height, unsigned char* img)	JPG image generation, where filename is the name of the generated JPG image file, width is the width of the image, height is the height of the image, and img is the pixel data of the image.
void ImageScalingNearestNeighborInterpolation(char* input,char* output,float lx,float ly)	The nearest neighbor interpolation method is used to remove the grid, where input is the input file name and output is the output file name. lx and ly are the multiples of length and width that need to be scaled. Supports 8-bit BMP images.
void ImageScalingBilinearInterpolation(char* input,char* output,float lx,float ly)	The bilinear interpolation method is used to remove the grid. Input is the name of the input file and output is the name of the output file. lx and ly are the multiples of length and width that need to be scaled. Supports 8-bit BMP images.
void BilinearInterpolationScaling(char* input,char* output,float ExpScalValue)	Bilinear interpolation, input is the input file name, and output is the output file name. ExpScalValue is the expected scaling factor (allowing decimals). Supports BMP images.
void NearestNeighborInterpolationScaling(char* input,char* output,float ExpScalValue)	Nearest neighbor interpolation, where input is the input file name and output is the output file name. ExpScalValue is the expected scaling factor (allowing decimals). Supports

	BMP images.
void ZoomImg(unsigned char *input,unsigned char *output,int sw,int sh,int channels,int dw,int dh)	Quadratic linear interpolation image scaling.
void CrossDenoising24(BMPMat** input,BMPMat** output,BMPMat target,BMPMatdouble weight)	Inpainting, output is used to save the results (the same size as input), target is the stain pixel, and weight is the repair weight coefficient.
void CrossDenoising8(unsigned char** input,unsigned char** output,unsigned char target,double weight)	Inpainting, output is used to save the results (the same size as input), target is the stain pixel, and weight is the repair weight coefficient.
void RotateRight90Degrees(char* input,char* output)	input is the input file name, and output is the output file name. Supports 8-bit BMP images, rotated 90 degrees to the right.
void RotateLeft90Degrees(char* input,char* output)	input is the input file name, and output is the output file name. Supports 8-bit BMP images, rotated 90 degrees to the left.
void ImageRotation(char* input,char* output,double angle)	Image rotation, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Angle is the angle to rotate.
void Rotation8(char* input,char* output,double Angle,int x1,int y1,int x2,int y2,unsigned char color)	Image rotation, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Angle is the number of angles to rotate; x1, y1, x2, y2 are the coordinates of the center point around which the rotation revolves, and color is the fill color of the non original image area after rotation.
void Rotation24(char* input,char* output,double Angle,int x1,int y1,int x2,int y2,unsigned char red,unsigned char green,unsigned char blue)	Image rotation, where input is the input file name and output is the output file name. Supports 24 bit BMP images. Angle is the number of angles to rotate; x1, y1, x2, y2 are the coordinates of the center point around which the rotation revolves; Red, green, and blue are the red, green, and blue components of the colors to

	be filled in the non original image area after rotation.
void Rotation(char* input,char* output,int angle,unsigned char color)	Image rotation, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Angle is the angle of rotation, and color is the color used to fill non original image areas after rotation, such as color=100.
void Rotate(char* input,char* output,int angle)	Image rotation, where input is the input file name and output is the output file name. Supports BMP images. Angle is the angle of rotation.
void imgRotate90Gray(unsigned char *input,unsigned char *output,int sw,int sh,int *dw,int *dh)	The grayscale image is rotated by 90.
void imgRotate90Color(unsigned char *input,unsigned char *output,int sw,int sh,int *dw,int *dh)	Rotate the color image by 90 degrees.
void imgRotate270Gray(unsigned char *input,unsigned char *output,int sw,int sh,int *dw,int *dh)	The grayscale image is rotated 270 degrees.
void imgRotate270Color(unsigned char *input,unsigned char *output,int sw,int sh,int *dw,int *dh)	Color image rotation 270.
void imgRotate180Gray(unsigned char *Img,int w,int h)	The grayscale image is rotated 180 degrees and the results are saved in the original input array.
void imgRotate180Color(unsigned char *Img,int w,int h)	The color image is rotated 180 degrees and the results are saved in the original input array.
void imgRBExchange(unsigned char *Img,int w,int h)	The color images R and B are interchangeable, and the results are saved in the original input array.
void NoiseUniform(char* input,char* output,double	Uniformly distributed noise. Reference: a=0, b=0.2.

a,double b)	
void NoiseGauss(char* input,char* output,float mean,float delta)	Gaussian noise. Reference: mean=0, delta=31.
void NoiseRayleigh(char* input,char* output,float a,float b)	Rayleigh noise. Reference: a=0, b=200.
void NoiseExp(char* input,char* output,float a)	Exponential noise. Reference: a=0.1.
void NoiseImpulse(char* input,char* output,float a,float b)	Spicy salt noise. Reference: a=0.2, b=0.2.
void grayToColor(FILE* input,FILE* output)	Grey to pseudo color, where input is the input file and output is the output file. Supports 8-bit and 24-bit BMP images.
void ImageThinning(char* input,char* output,char** str,int n,int m1,int a,int b)	Image refinement, where input is the input file name and output is the output file name. Supports 4-bit BMP images. n is the size of the first dimension of str, and m1 is the size of the second dimension, shaped like str [n] [m1]; a and b are related adjustment parameters, which can be a=3 and b=5. Reference template: char str[6][8] = { { 0, 0, 0, 0, 0, 0, 0, 0, }, { 255, 0, 255, 0, 0, 255, 0, 0 }, { 255, 0, 255, 255, 0, 255, 0, 255 }, { 255, 255, 255, 0, 0, 255, 255, 255 }, { 255, 0, 255, 255, 0, 255, 255, 255 }, { 0, 255, 255, 255, 255, 255, 255, 255 } };
int MinimumValueOfImagePixels(char* filename)	Returns the minimum value of image pixels, where filename is the input image file name. Supports 8-bit and 24-bit BMP images.
int MaximumValueOfImagePixels(char* filename)	Returns the maximum value of image pixels, where filename is the input image file name. Supports 8-bit and 24-bit BMP images.
float	Returns the average value of image

AverageValueOfImagePixels(char* filename)	pixels, where filename is the input image file name. Supports 8-bit and 24-bit BMP images.
double StandardDeviationOfImagePixels(char* filename)	Returns the standard deviation of image pixels, where filename is the input image file name. Supports 8-bit and 24-bit BMP images.
double EntropyOfImage(char* filename)	Returns the entropy of the image, supporting 8-bit and 24-bit BMP images.
float* CountTheFrequencyOfPixels(char* filename)	filename is the name of the input image file. Store the frequency of each pixel, with pixel values ranging from 0 to 255. The element number in the return value array is the pixel value, and the value of this number under the array is the frequency of this pixel. Supports 8-bit and 24-bit BMP images.
void Rotate(char* input,char* output,int angle,int interpolation)	Image rotation. Reference: angle=80, interpolation=0, or interpolation=1.
void HSV(char* input,char* output,int h,int s,int v)	Image tone saturation and brightness adjustment, reference: h=120, s=60, v=20.
void ColorTransfer1(char* input1,char* input2,char* output)	Color transfer, supporting BMP images.
void OilpaintFilter(char* input,char* output,int radius,int smooth)	Oil filter. Reference: radius=10, smooth=100.
void HaloFilter(char* input,char* output,int ratio)	Halo angle filter. Reference: ratio=100.
void GrayHistogram(char* input,char* output,int hWidth,int hHeight)	Grayscale histogram. Reference: hWidth=256, hHeight=100.
void RedHistogram(char* input,char* output,int hWidth,int hHeight)	Red channel histogram. Reference: hWidth=256, hHeight=100.
void GreenHistogram(char* input,char* output,int hWidth,int hHeight)	Green channel histogram. Reference: hWidth=256, hHeight=100.
void BlueHistogram(char*	Blue channel histogram. Reference:

input,char* output,int hWidth,int hHeight)	hWidth=256, hHeight=100.
void HistogramEqualization2(char* input,char* output,int imgBit)	Histogram equalization: input is the name of the input file and output is the name of the output file. Supports 8-bit and 24-bit BMP images. imgBit is the number of digits in the input image.
void HistogramEqualization3(char* input,char* output)	Histogram equalization: input is the name of the input file and output is the name of the output file. Supports 8-bit and 24-bit BMP images.
void HistogramEqualization4(char* input,char* output)	Histogram equalization: input is the name of the input file and output is the name of the output file. Supports 8-bit and 24-bit BMP images. Input is the name of the input file, and out is the name of the output file.
void HistogramEqualization(char* input,char* output,int hWidth,int hHeight)	Histogram equalization. Reference: hWidth=256, hHeight=100.
void GrayHistogramEqualization(char* input,char* output,int hWidth,int hHeight)	Grayscale histogram. Reference: hWidth=256, hHeight=100.
void RedHistogramEqualization(char* input,char* output,int hWidth,int hHeight)	Red channel histogram. Reference: hWidth=256, hHeight=100.
void GreenHistogramEqualization(char* input,char* output,int hWidth,int hHeight)	Green channel histogram. Reference: hWidth=256, hHeight=100.
void BlueHistogramEqualization(char* input,char* output,int hWidth,int hHeight)	Blue channel histogram. Reference: hWidth=256, hHeight=100.
void GrayScaleStretch(char* input,char* output,int hWidth,int hHeight)	Grayscale stretching. Reference: hWidth=256, hHeight=100.
void GrayHistagramStretch(char* input,char* output,int	Stretch the grayscale histogram. Reference: hWidth=256, hHeight=100.

hWidth,int hHeight)	
void RedHistagramStretch(char* input,char* output,int hWidth,int hHeight)	Red channel histogram. Reference: hWidth=256, hHeight=100.
void GreenHistagramStretch(char* input,char* output,int hWidth,int hHeight)	Green channel histogram. Reference: hWidth=256, hHeight=100.
void BlueHistagramStretch(char* input,char* output,int hWidth,int hHeight)	Blue channel histogram. Reference: hWidth=256, hHeight=100.
void MedianFiltering1(char* input,char* output)	Median filtering, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void MedianFiltering2(char* input,char* output)	Median filtering, where input is the input file name and output is the output file name. Supports 8-bit and 24-bit BMP images.
void ThresholdProcessing(char* input,char* output,int Threshold)	Threshold processing, where input is the input file name and output is the output file name. Supports 8-bit BMP images. Threshold is a threshold related parameter, such as Threshold=0.001.
void OTSUProcessing(char* input,char* output)	Otsu method processing, where input is the input file name and output is the output file name. Supports 8-bit BMP images.
void OBJtoTGA(char* input,char* output,int width,int height)	OBJ to TGA.
void ToRIM(char* input,char* output)	General images are transferred to RIM images, supporting PNG, JPG, and TGA images.
void ToImage(char* input,char* output,int jpg_quality)	RIM images are converted to general images, supporting PNG, JPG, and TGA images. jpg_quality=25。
void ImprimanteThermique(char* input,char* output,ARRAY3 skip_cmd,unsigned short	Convert a 1-bit deep monochrome BMP image into a bitmap print output of a thermal printer. The supported bitmap print instructions for the thermal

PRINTER_TYPE_BMP,unsigned char mode,unsigned int FILE_TYPE_AD,unsigned char a,unsigned char b)	printer are theESC *instructions. typedef unsigned char ARRAY3[3]; Reference: output="output. pbin", skip_ cmd = {0x1B, 0x4A, 0x00}, PRINTER_ TYPE_ BMP is the printer bitmap printing instruction code identifier, PRINTER_ TYPE_ BMP=(0x2A1B), mode is the printer bitmap printing mode, mode=33, FILE_ TYPE_ AD is an image type, and 'AD' represents an advertising image, FILE_TYPE_AD=(0x4441), a=0x80, b=1.
void WhiteBalance(const char* input,const char* output)	White balance.

Other Processing

void Encode(char* input,char* output)	Text file compression, where input is the input file name and output is the output file name.
void Decode(char* input,char* output)	Decompress the text file compression result, where input is the input file name and output is the output file name.
void FileCompress(char *input , char *output)	File compression, where input is the input file name and output is the output file name.
void FileDecompression(char *input , char *output)	Decompress the file compression result, where input is the input file name and output is the output file name.