

MANUAL

Using the command line `clang FrameProcessor.c -lm -l SDL2 -l SDL2_image -o FrameProcessor` to compile the program and `filters` "imagename.filetype" for example `filters Lena.bmp`

Once this is executed, a window should appear with the image. Using the keyboard command listed below, you can execute each filters by clicking the window and selecting the respective key.

0 = Brighter Filter
1 = Darkening Filter
2 = Grayscale Filter
3 = Red Hue Filter
4 = Green Hue Filter
5 = Blue Hue Filter
6 = Red Filter
7 = Green Filter
8 = Blue Filter

X = Colour Inversion Filter
T = Thresholding Filter
H = Highlight Filter
G = Glare Filter
C = Contrast Filter
A = Gamma Filter
B = Blur Filter
S = Sharpening Filter

O = Save image

For the filters executed by numbers on the keyboard, there is no need to add a value as you can hold down or press the key until you get to what is desired.