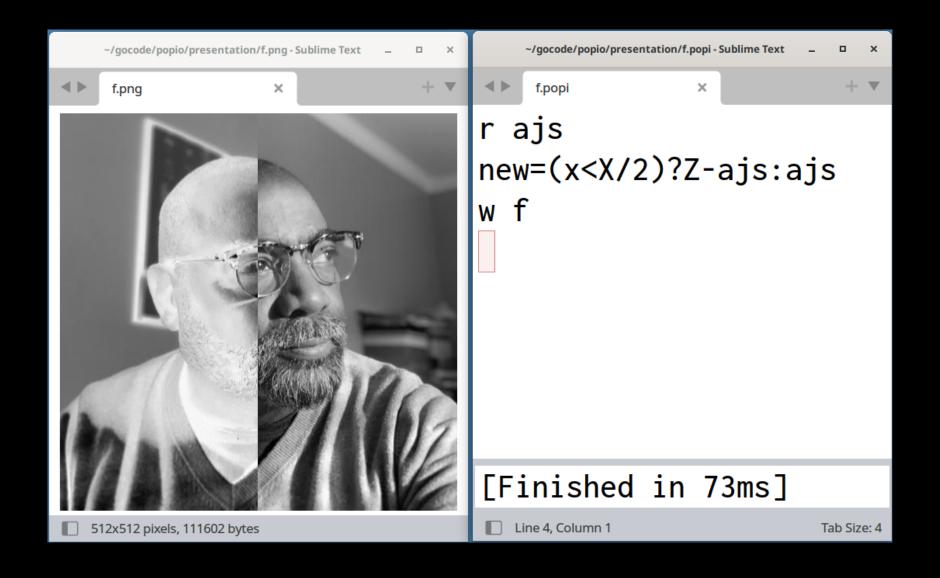
# Interactive Image Manipulation with popi



# popi (portable pico)



popi is the portable version of the pico program, described in "Beyond Photography: The Digital Darkroom" by Gerard Holzmann.

popi works with square, 8-bit (0-255, black-white) raw grayscale images.

# popio (popi I/O)

popio -import < ajs.jpg > ajs



original image

run popi



raw image

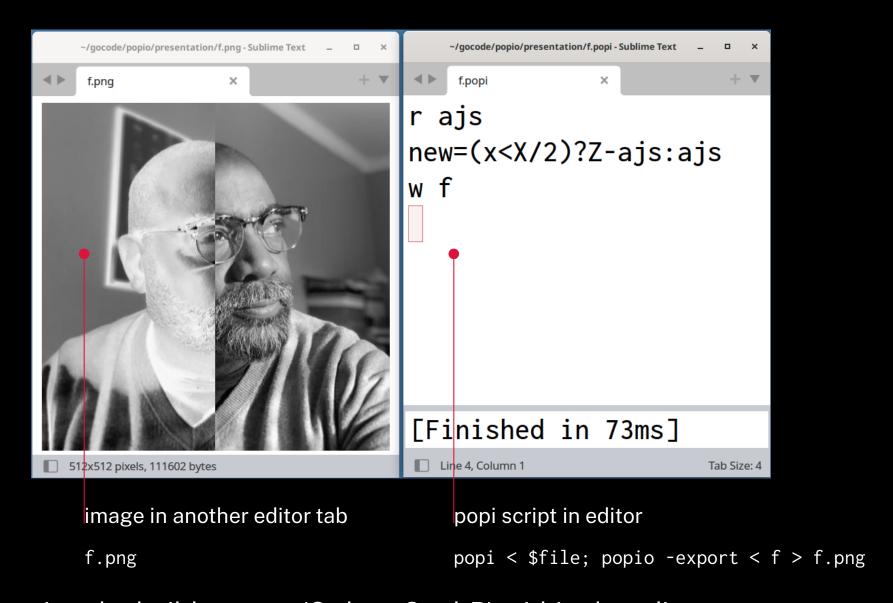
popio -export < ajs > f.png



edited image

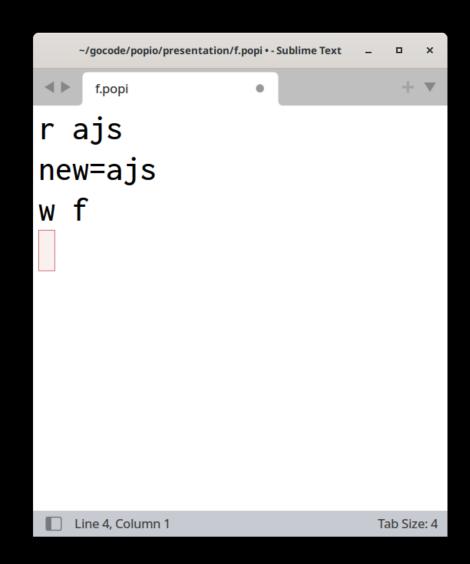
popio is a Go program to import and export raw popi images. popio reads from stdin and writes to stdout in two modes; (1) read images (JPEG or PNG) writing to raw, and (2) read raw files and write to PNG.

# Editor Set up

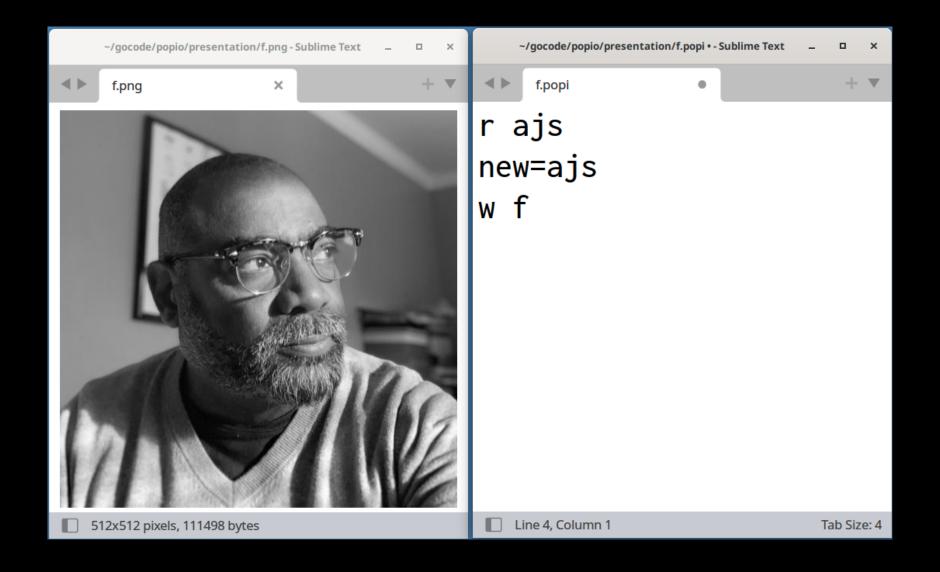


Running the build system (Ctrl- or Cmd-B) within the editor runs the script, making the output shown in another editor tab. To change the output, edit the script and re-run the build.

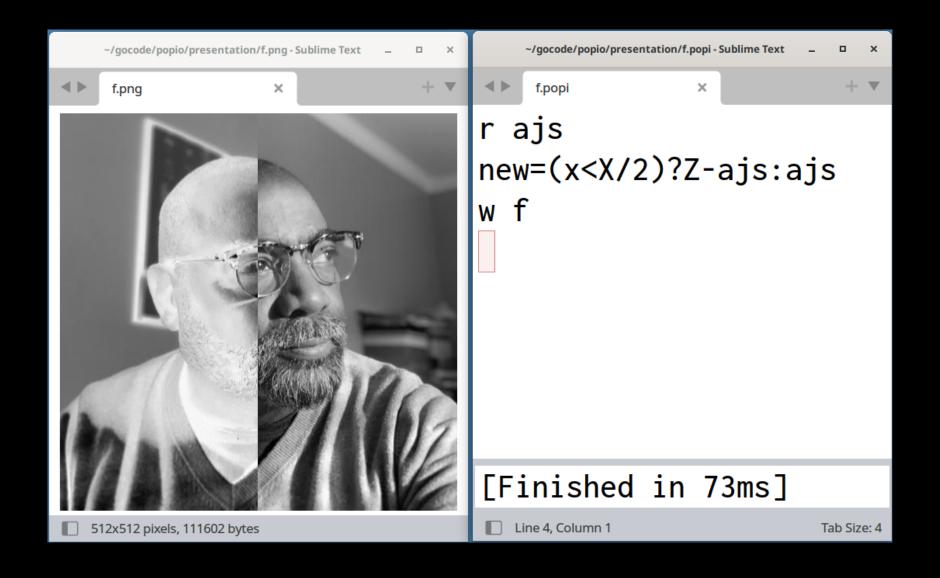
# Editor with popi code



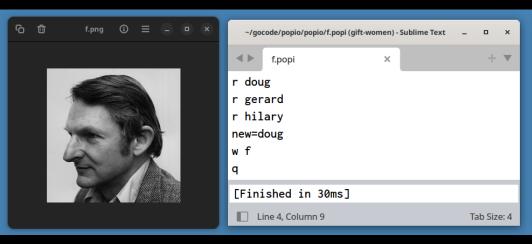
# Editor and Image

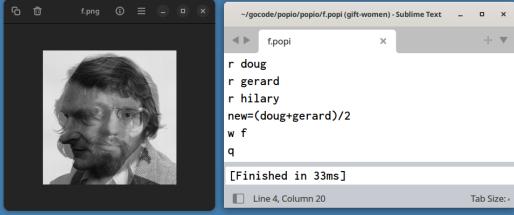


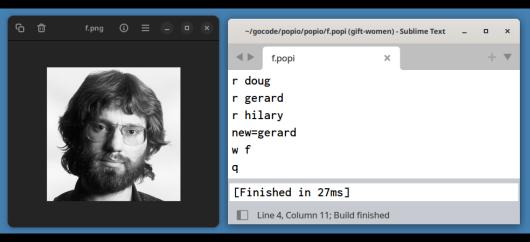
# Update and re-build

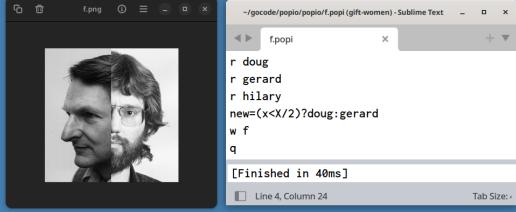


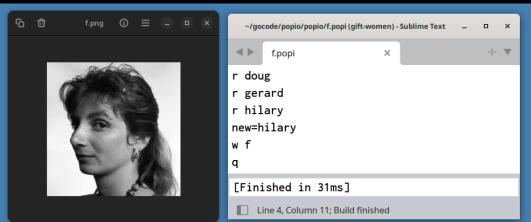
### Examples









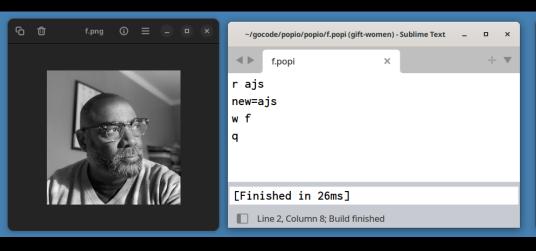


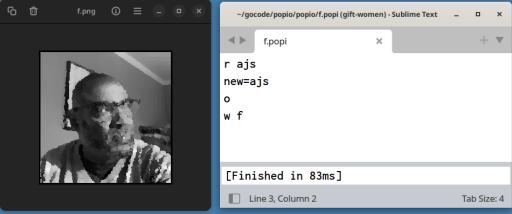


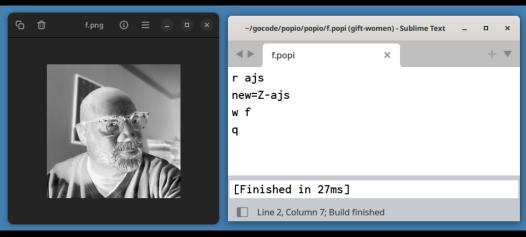


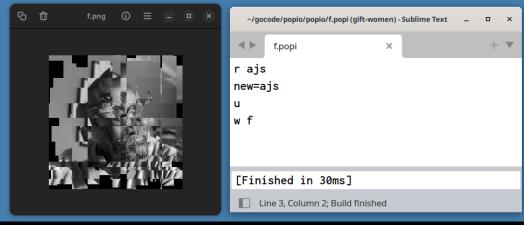
~/gocode/popio/popio/f.popi (gift-women) - Sublime Text \_ U

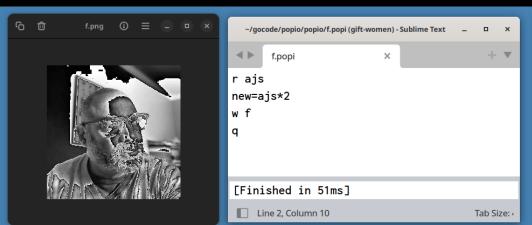
# Examples





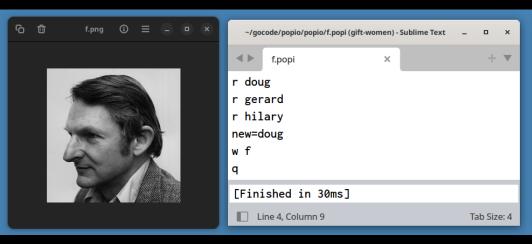


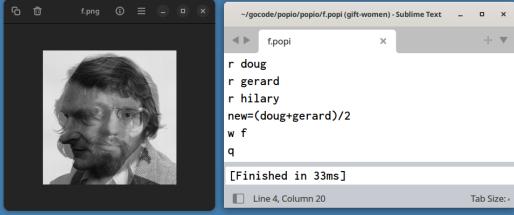


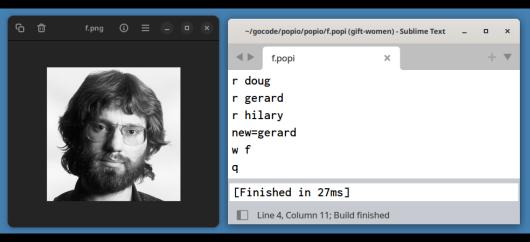


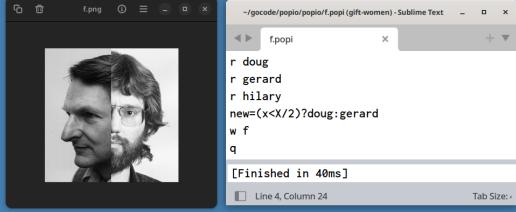


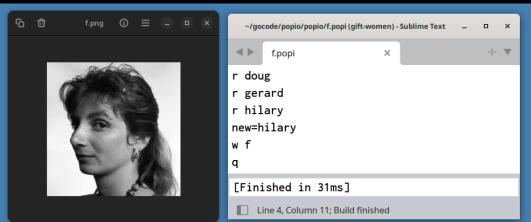
### Examples















~/gocode/popio/popio/f.popi (gift-women) - Sublime Text \_ U

#### Building popi

https://netlib.org/popi/bundle

# show the image

https://netlib.org/popi/face1.uu

Download shell archive Download face1.uu

\$ open f.png

```
$ sh bundle
                               # expand shell archive
$ uudecode face1.uu
                     # decode image to raw format
# change DEF_X and DEF_Y in popi.h to specify image size
$ gcc -std=c89 -o popi *.c -lm # build popi
$ ./popi
                               # run popi
-> r face1
-> new=face1
-> w f
                  face1
-> q
# convert to raw popi image to png
$ popio -export -width 248 -height 248 < f > f.png
```