Bitcomp 64

Amit Bhola
amit_aromatic@yahoo.com

Bitcomp 64

An application in C which can compare two images pixel by pixel and generate the comparative image showing the difference between the input images by color code.

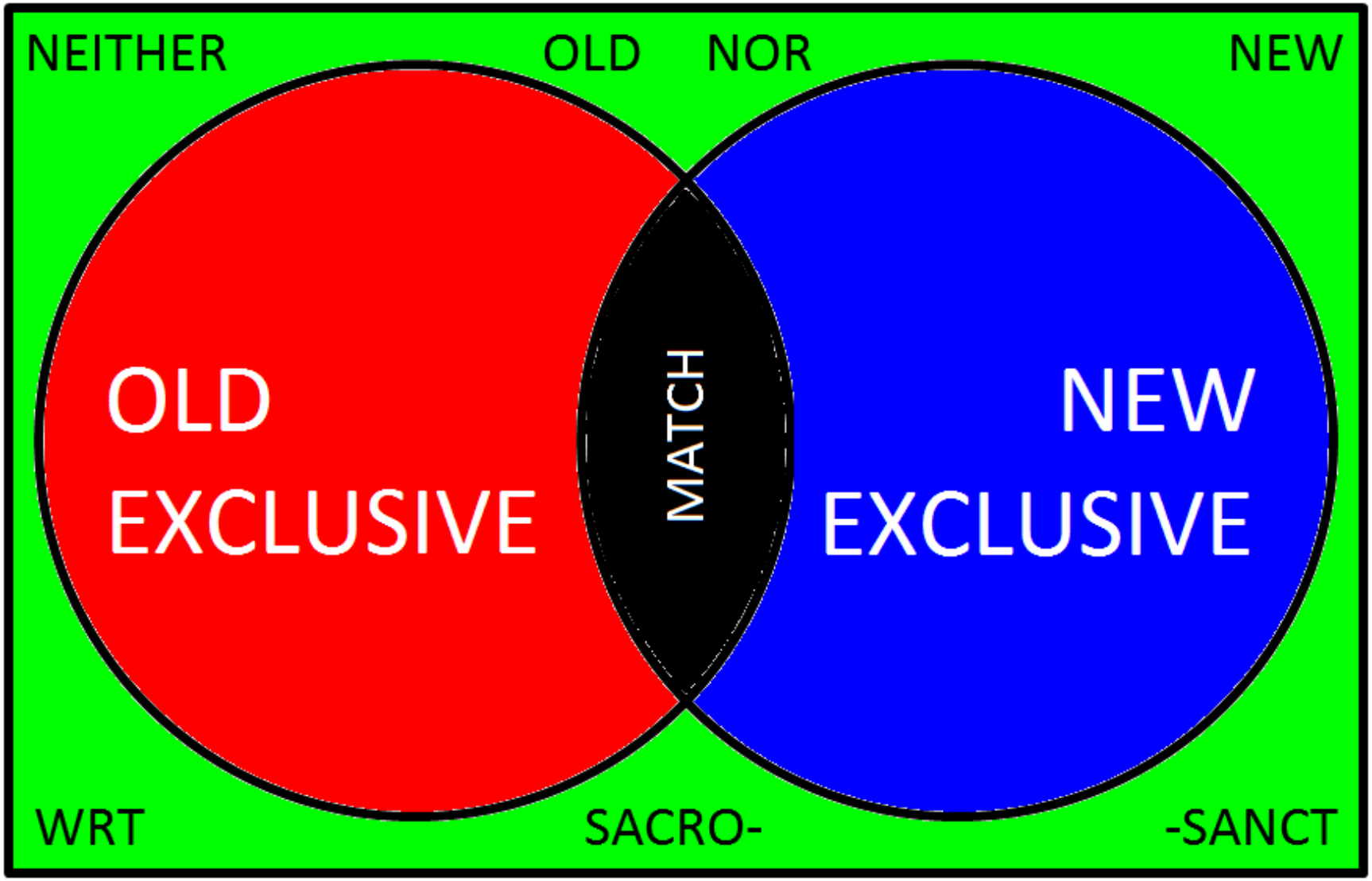
Definitions:

File1 : It is the input image 1
File2 : It is the input image 2
File3 : It is the output image (comparison of File1 and File2)

“sacrosanct” color : A color which is the base color. It is the color which is assumed as the default color of both the input images. e.g. when we open a blank new file in MS Paint, then the default base color is white. On this white shade, we draw image by another color. Defining the sacrosanct color is purely contextual and upto the user. This document can be said to be having black text on white base or the white shaded negative of text on a black base. Sacrosanct color definition (declaration by user) will be used to determine whether a color (i.e. any other color than the base color) is present in an image or not. So the term presence of a colored pixel or absence of a colored pixel in an image file is understood as whether the color of that pixel is different from sacrosanct shade or same as sacrosanct shade respectively.

Bitcomp 64

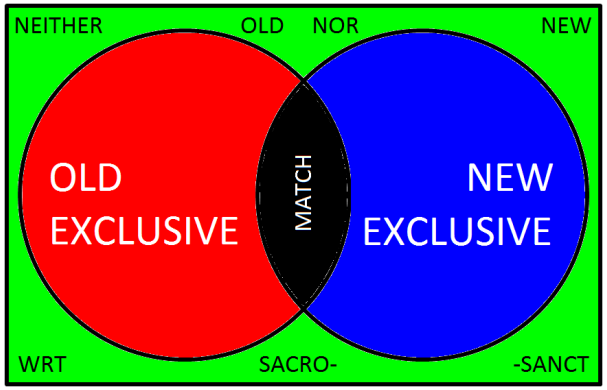
SACROSANCT



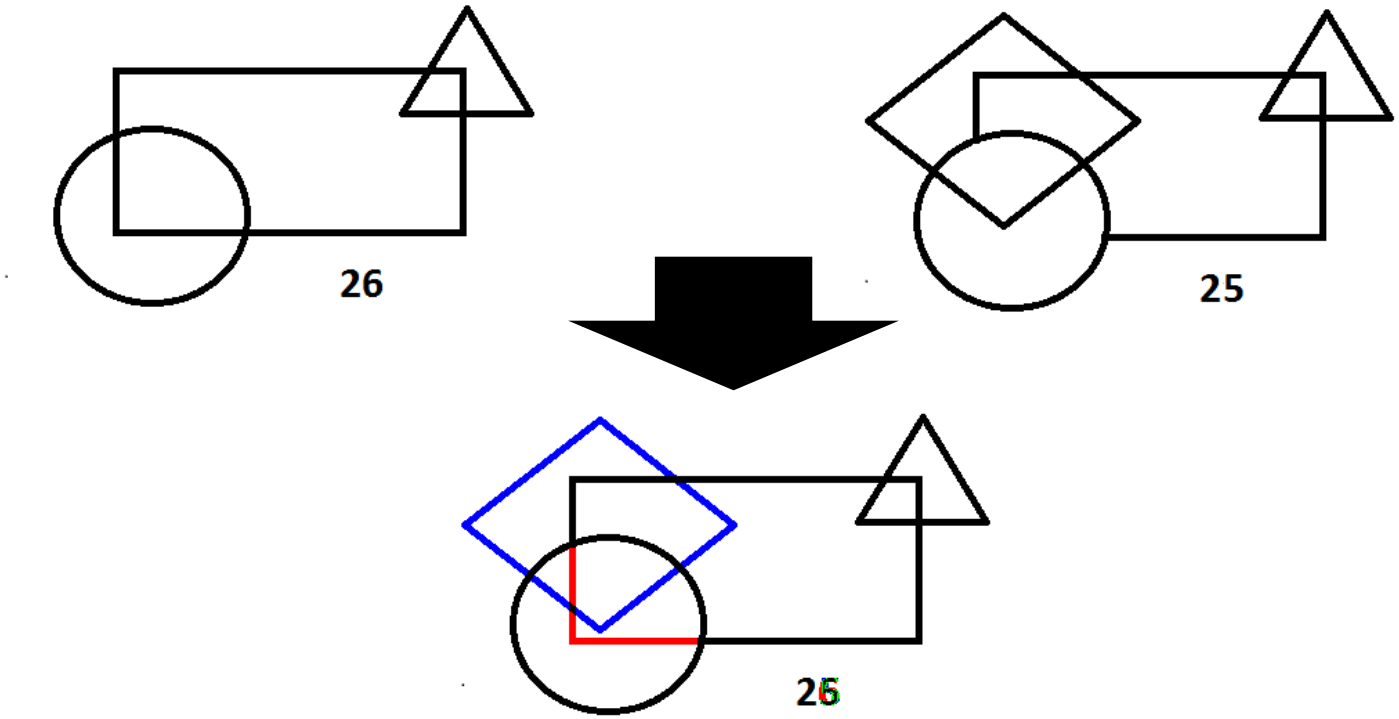
Bitcomp 64

In this comparison run, the option was chosen such that if the color of two corresponding pixels in two images is different from the sacrosanct shade, but matching with each other, then in the output file, same colored pixel as the match color is outputted (Here, black)

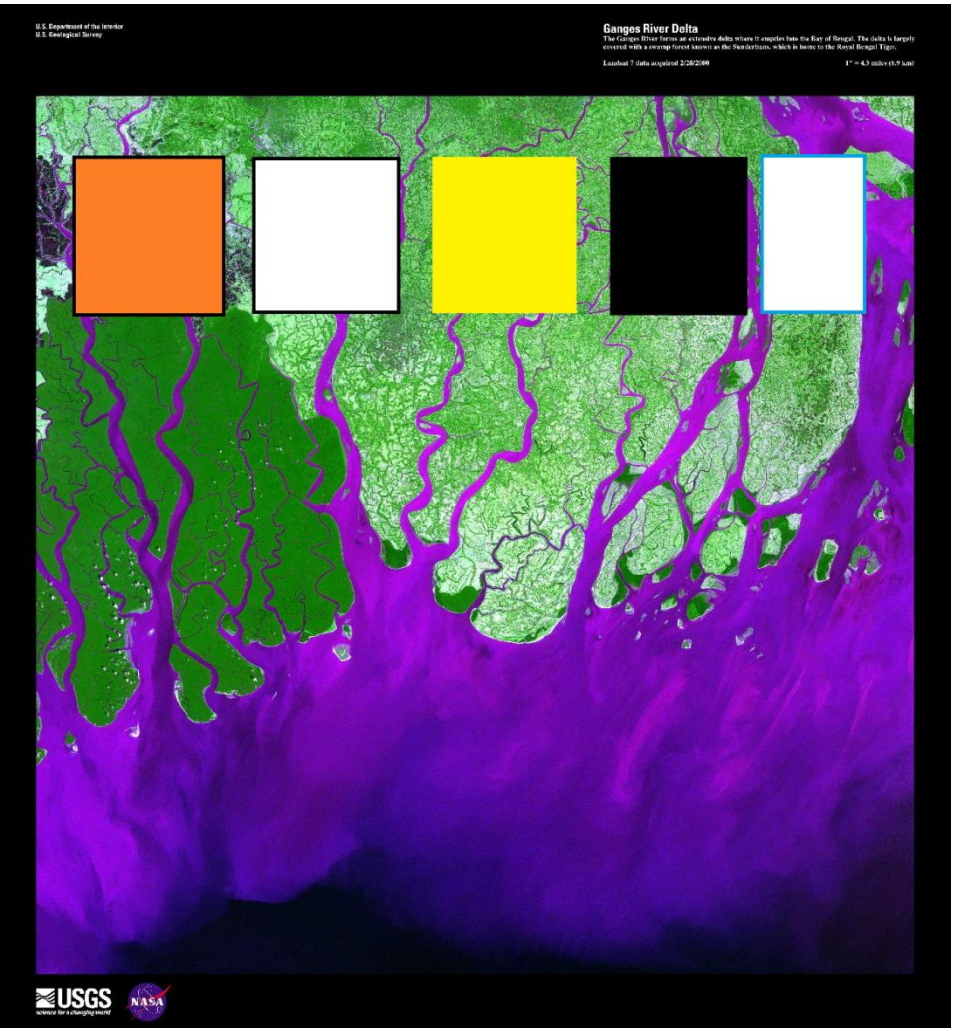
SACROSANCT = WHITE



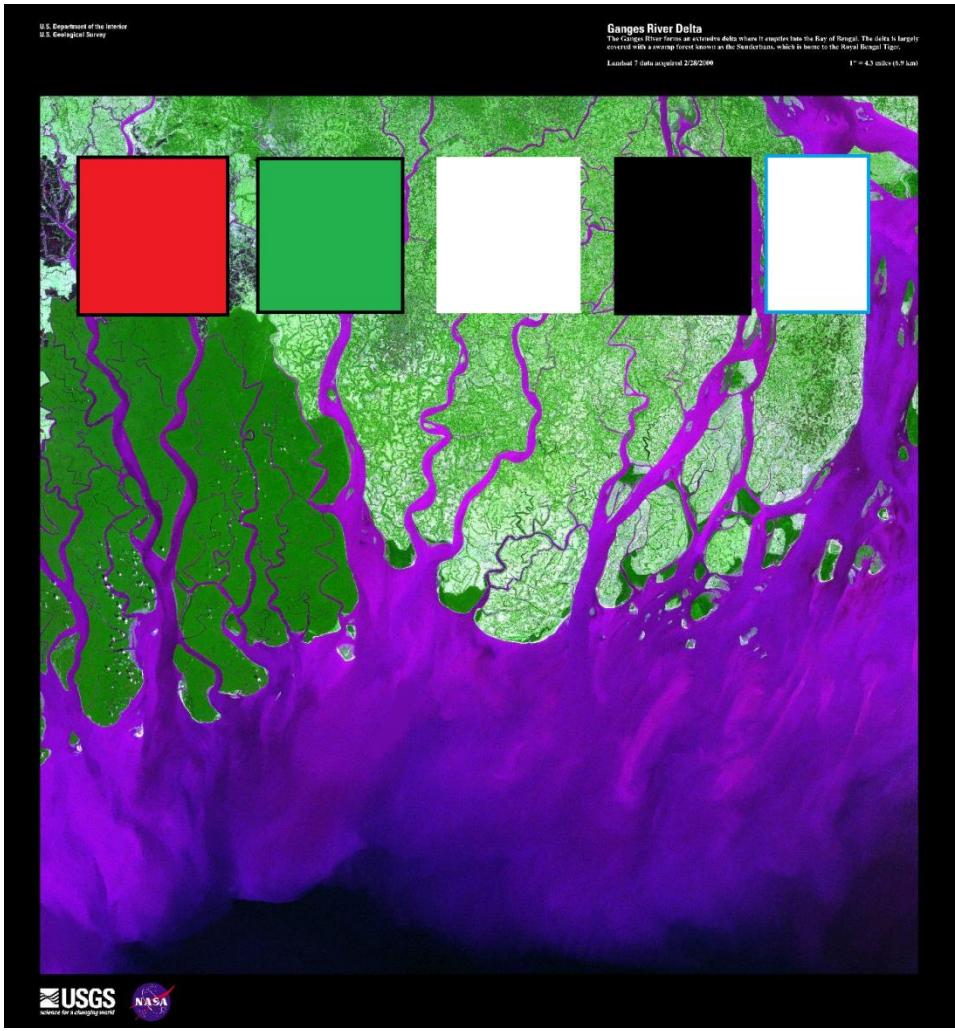
MATCH = ORIGINAL



Bitcomp 64



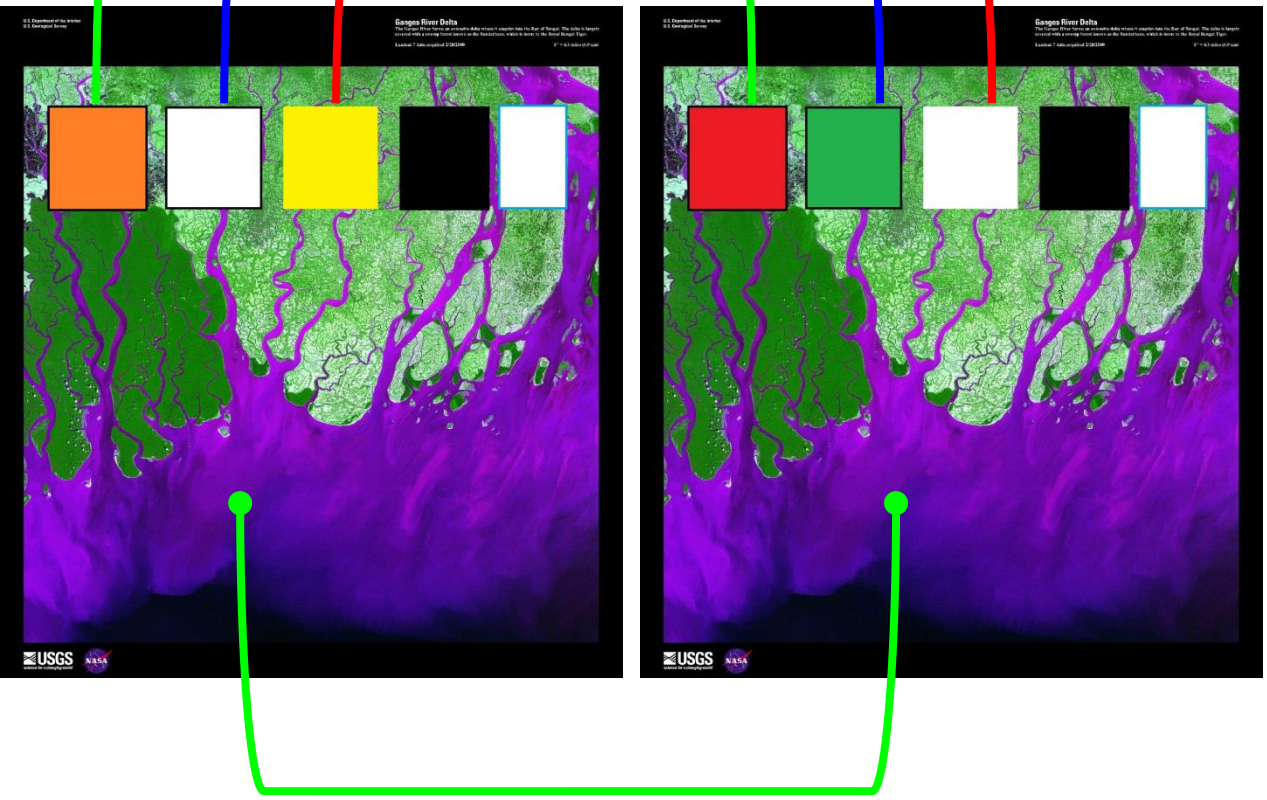
File 1



File 2

Bitcomp 64

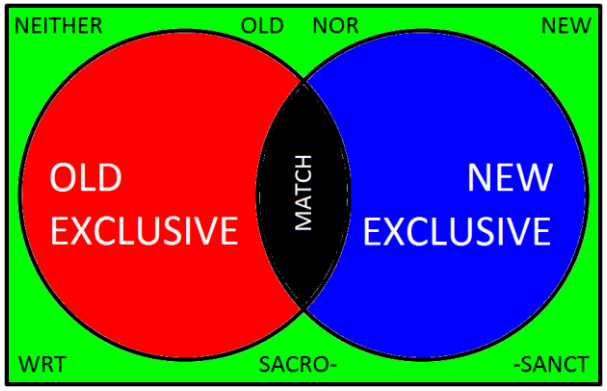
It is also possible to output the matching pixel same as the sacrosanct shade. (Here, white)

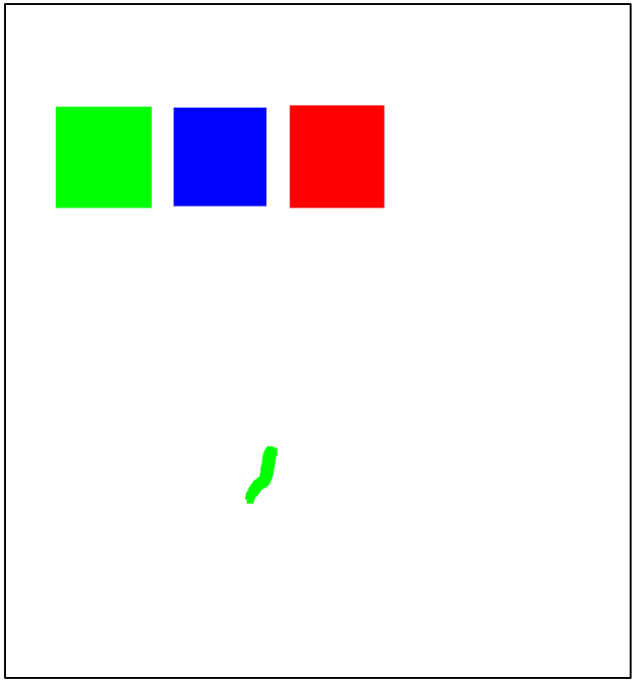


File 1

File 2

SACROSANCT = WHITE



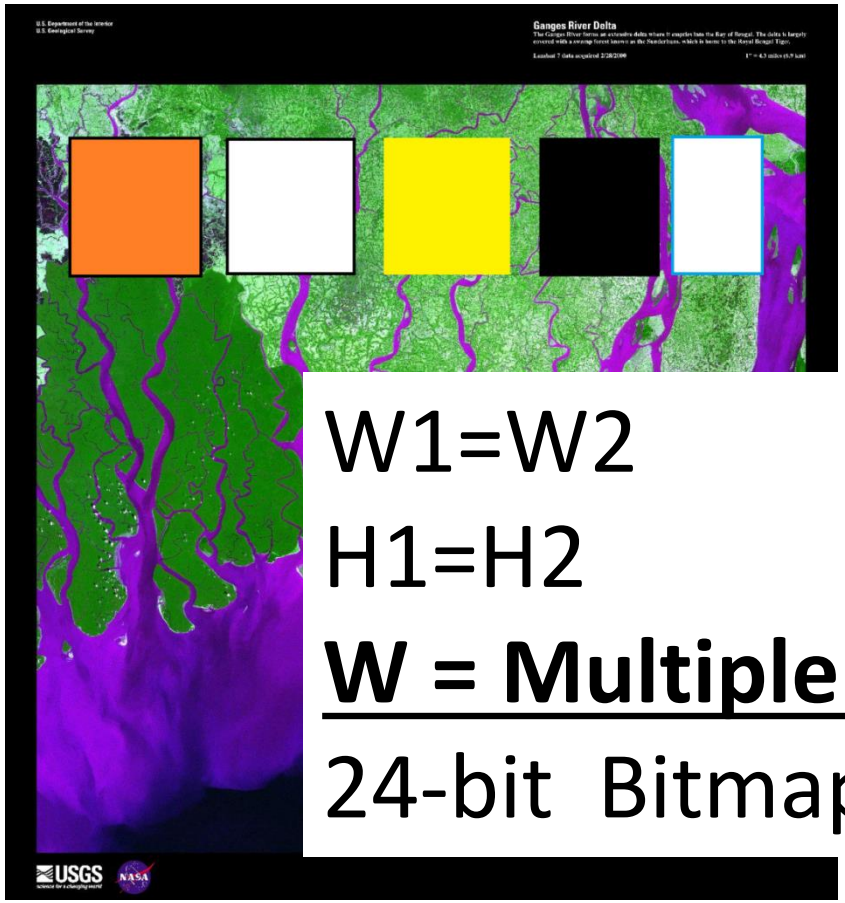


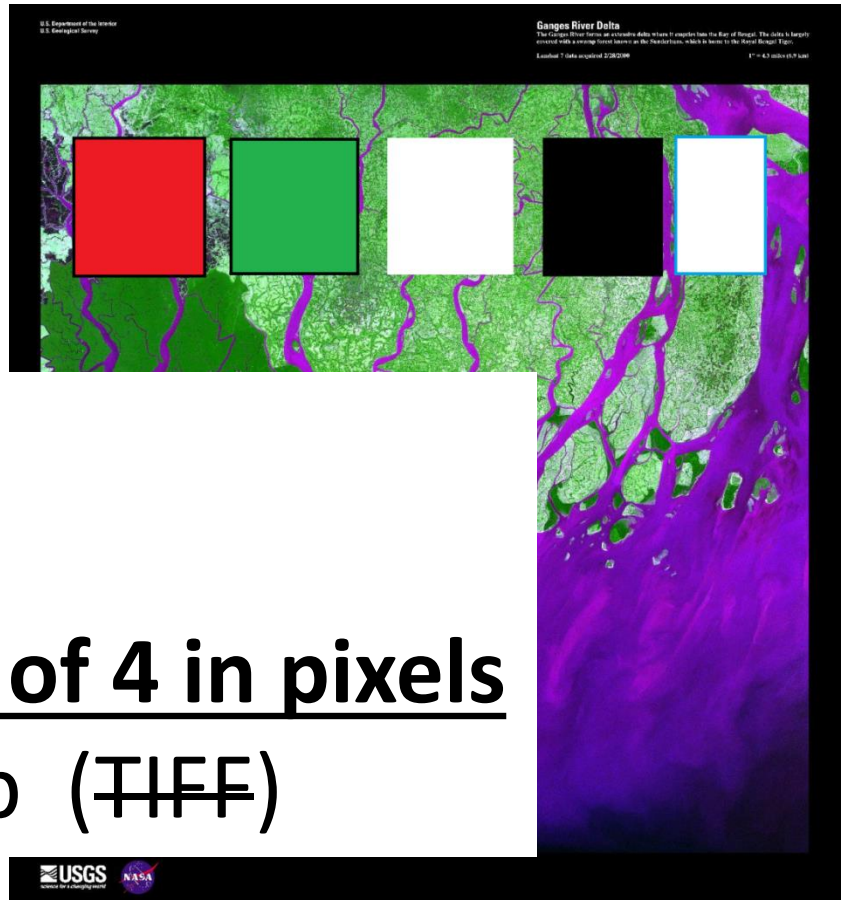
MATCH = WHITE

File 3

Bitcomp 64

Requirements on the input images





W1=W2

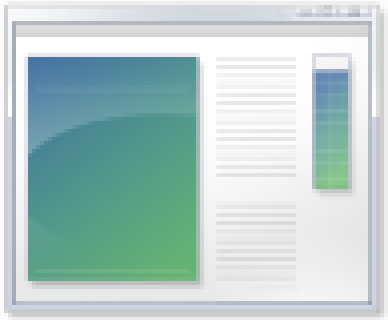
H1=H2

W = Multiple of 4 in pixels

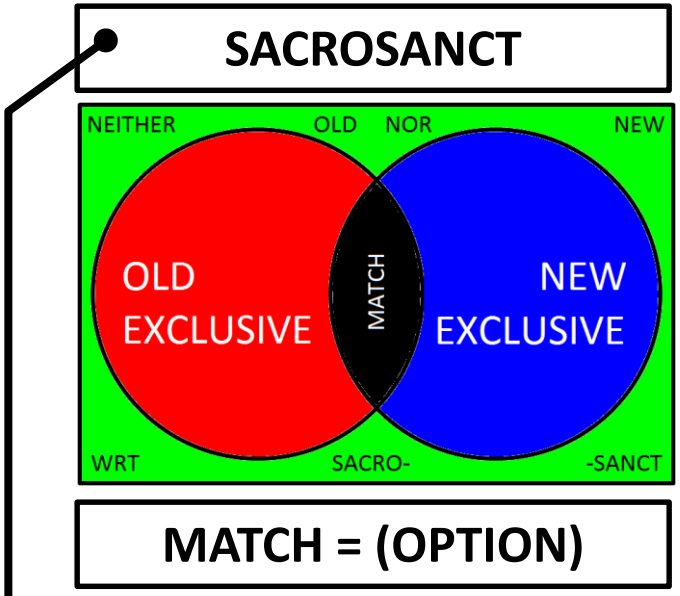
24-bit Bitmap (~~TIFF~~)

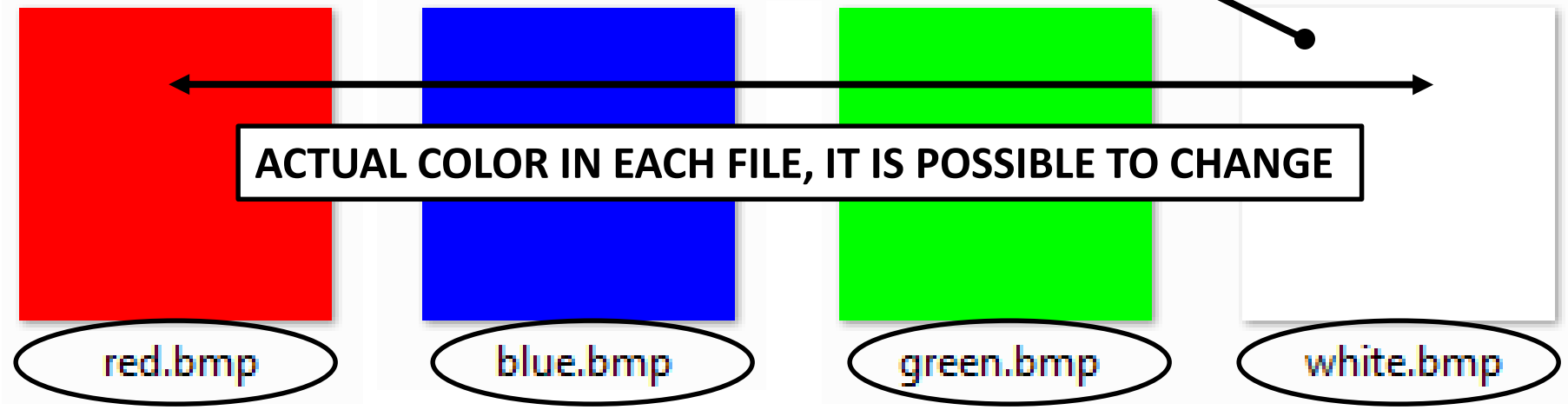
Bitcomp 64

The actual colors to be used in output file can be changed by opening the files red.bmp, blue.bmp etc. in MS Paint and changing their fill color shade (but without renaming the file)



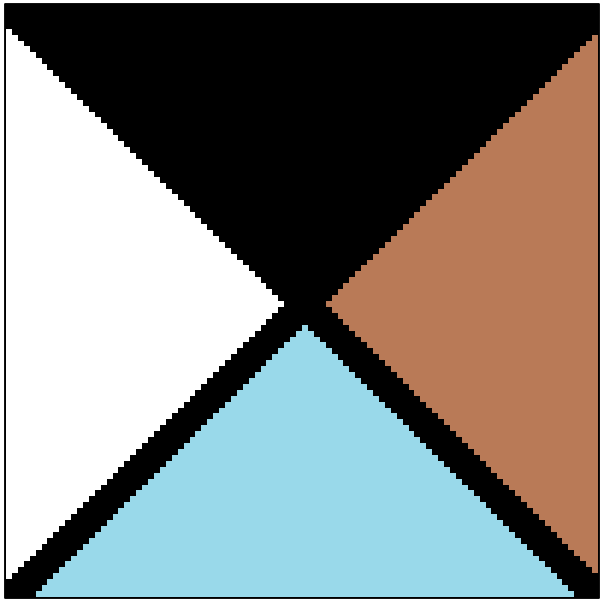
BITCOMP.exe



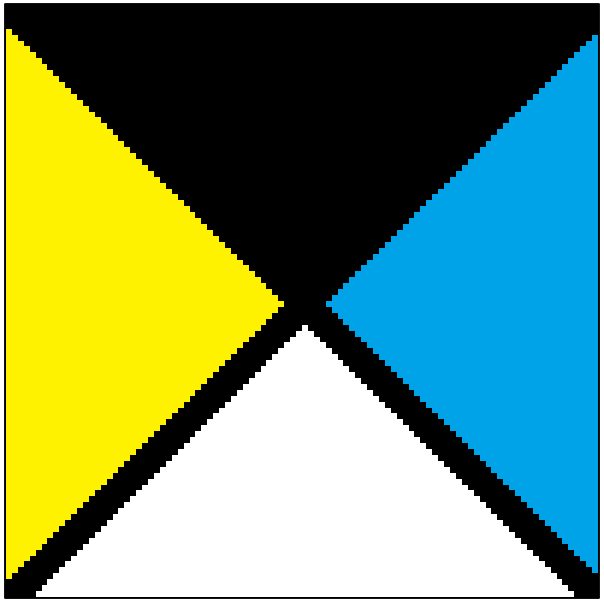


FILE NAME, IT IS NOT POSSIBLE TO CHANGE

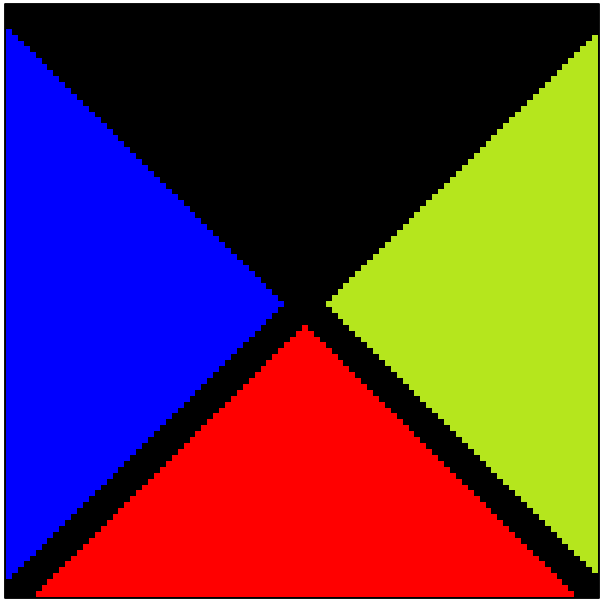
Bitcomp 64



File1.bmp



File2.bmp



File3.bmp

FILE NAME, IT IS NOT POSSIBLE TO CHANGE

Bitcomp 64

WHITE.BMP

FILE1.BMP

~~WHITE.BMP~~

WHITE.BMP

~~WHITE.BMP~~

~~WHITE.BMP~~

WHITE.BMP

FILE2.BMP

WHITE.BMP

~~WHITE.BMP~~

~~WHITE.BMP~~

~~WHITE.BMP~~

WHITE.BMP

FILE3.BMP

RED.BMP

BLUE.BMP

GREEN.BMP

ORIGINAL/
WHITE.BMP

WHITE.BMP

Bitcomp 64

To run the program, keep following files in the same folder

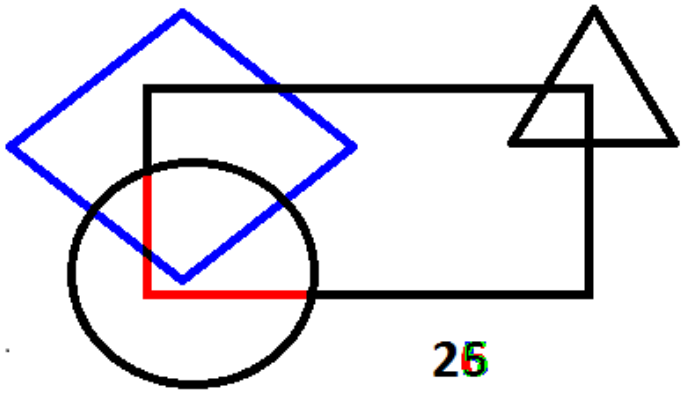
File1.bmp
File2.bmp
Red.bmp
Blue.bmp
Green.bmp
White.bmp
BITCOMP.exe

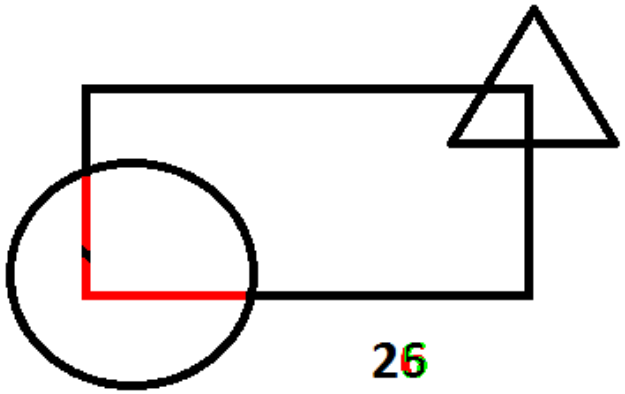
And run Bitcomp.exe
[Make sure that the conditions on File1.bmp and File2.bmp are met]

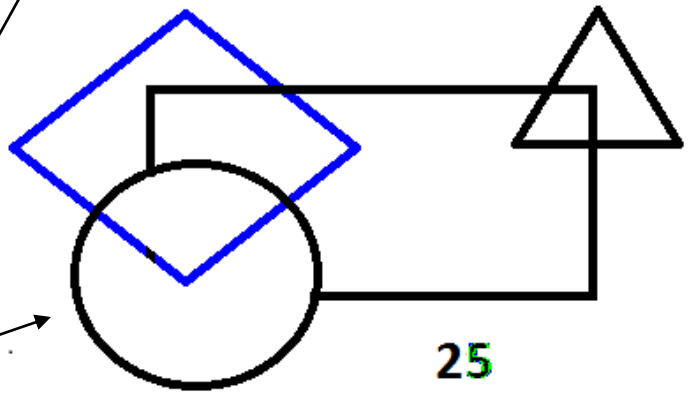
BITCOMP.exe creates just 1 output file File3.bmp

BITCOMP_2.exe creates 2 additional output files file3_1.bmp and file3_2.bmp

Bitcomp 64







BITCOMP.exe creates just 1 output file File3.bmp

BITCOMP_2.exe creates 2 additional output files file3_1.bmp and file3_2.bmp