MagickWand for iOS - implode image

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I am trying to implement the functionality of imploding a region within an image. I am using MagickWand within the iOS application, but through MagickWand API I am not able to specify the region of the image (through x and y coordinates) that I would like to implode. Implode seems to be taking only radius as parameter and seems to be using the center of the image as reference point for implode operation.



0

Currently, I am doing:

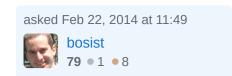


```
MagickImplodeImage(self->wand, -1.0);
MagickWandGenesis();
self->wand = NewMagickWand();
```

Does anyone have any experience doing this? Also, are there any other image processing libraries that you'd recommend for iOS?



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ImageMagick's <u>Geometry</u> system will need to invoked before implode operation. <u>MagickGetImageRegion</u> will create a new image to implode, and

MagickCompositeImage would apply the sub-image back. An example c application would look like...











```
wand = NewMagickWand();
MagickReadImage(wand, "source.jpg");
// Extract a MBR (minimum bounding rectangle) of area to implode
impl = MagickGetImageRegion(wand, 200, 200, 200, 100);
if ( impl ) {
    // Apply implode on sub image
    MagickImplodeImage(impl, 0.6666);
    // Place the sub-image on top of source
    MagickCompositeImage(wand, impl, OverCompositeOp, 200, 100);
}
MagickWriteImage(wand, "output.jpg");
if(wand)wand = DestroyMagickWand(wand);
if(impl)impl = DestroyMagickWand(impl);
MagickWandTerminus();
return 0;
}
```

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answered Jan 17, 2015 at 22:09

