

NAME

display – displays an image or image sequence on any X server.

SYNOPSIS

display-im6.q16 [*options*] *input-file*

OVERVIEW

The **display-im6.q16** program is a member of the ImageMagick-ims6.q16(1) suite of tools. Use it to display an image or image sequence on any X server.

For more information about the display command, point your browser to <file:///usr/share/doc/image-magick-6-common/html/www/display.html> (on debian system you may install the `imagemagick-6` package) or <https://www.imagemagick.org/script/display.php>.

DESCRIPTION

Image Settings:

- alpha option on, activate, off, deactivate, set, opaque, copy
transparent, extract, background, or shape
- antialias remove pixel-aliasing
- authenticate value decrypt image with this password
- backdrop display image centered on a backdrop
- channel type apply option to select image channels
- colormap type Shared or Private
- colorspace type alternate image colorspace
- comment string annotate image with comment
- compress type type of pixel compression when writing the image
- decipher filename convert cipher pixels to plain pixels
- deskew threshold straighten an image
- define format:option
define one or more image format options
- delay centiseconds display the next image after pausing
- density geometry horizontal and vertical density of the image
- depth value image depth
- display server display image to this X server
- dispose method layer disposal method
- dither method apply error diffusion to image
- endian type endianness (MSB or LSB) of the image
- equalize perform histogram equalization to an image
- filter type use this filter when resizing an image
- format "string" output formatted image characteristics
- fuzz distance colors within this distance are considered equal
- geometry geometry preferred size and location of the Image window
- gravity type horizontal and vertical backdrop placement
- identify identify the format and characteristics of the image
- immutable displayed image cannot be modified
- interlace type type of image interlacing scheme
- interpolate method pixel color interpolation method
- label string assign a label to an image
- limit type value pixel cache resource limit
- loop iterations loop images then exit
- map type display image using this Standard Colormap
- matte store matte channel if the image has one
- monitor monitor progress
- page geometry size and location of an image canvas
- profile filename add, delete, or apply an image profile
- quality value JPEG/MIFF/PNG compression level

- quantize colorspace reduce colors in this colorspace
- quiet suppress all warning messages
- regard-warnings pay attention to warning messages
- remote command execute a command in an remote display process
- repage geometry size and location of an image canvas (operator)
- respect-parentheses settings remain in effect until parenthesis boundary
- sampling-factor geometry
 - horizontal and vertical sampling factor
- scenes range image scene range
- seed value seed a new sequence of pseudo-random numbers
- set property value set an image property
- size geometry width and height of image
- support factor resize support: > 1.0 is blurry, < 1.0 is sharp
- texture filename name of texture to tile onto the image background
- transparent-color color
 - transparent color
- treedepth value color tree depth
- update seconds detect when image file is modified and redisplay
- verbose print detailed information about the image
- visual type display image using this visual type
- virtual-pixel method
 - virtual pixel access method
- window id display image to background of this window
- window-group id exit program when this window id is destroyed
- write filename write image to a file

Image Operators:

- auto-orient automatically orient image
- border geometry surround image with a border of color
- clip clip along the first path from the 8BIM profile
- clip-path id clip along a named path from the 8BIM profile
- colors value preferred number of colors in the image
- contrast enhance or reduce the image contrast
- crop geometry preferred size and location of the cropped image
- despeckle reduce the speckles within an image
- edge factor apply a filter to detect edges in the image
- enhance apply a digital filter to enhance a noisy image
- extract geometry extract area from image
- flip flip image in the vertical direction
- flop flop image in the horizontal direction
- frame geometry surround image with an ornamental border
- gamma value level of gamma correction
- monochrome transform image to black and white
- negate replace each pixel with its complementary color
- normalize transform image to span the full range of colors
- raise value lighten/darken image edges to create a 3-D effect
- resample geometry change the resolution of an image
- resize geometry resize the image
- roll geometry roll an image vertically or horizontally
- rotate degrees apply Paeth rotation to the image
- sample geometry scale image with pixel sampling
- segment value segment an image
- sharpen geometry sharpen the image
- strip strip image of all profiles and comments

–threshold value threshold the image
–thumbnail geometry create a thumbnail of the image
–trim trim image edges

Image Sequence Operators:

–coalesce merge a sequence of images
–flatten flatten a sequence of images

Miscellaneous Options:

–debug events display copious debugging information
–help print program options
–log format format of debugging information
–list type print a list of supported option arguments
–version print version information

In addition to those listed above, you can specify these standard X resources as command line options:

–background, –bordercolor, –borderwidth, –font, –foreground, –iconGeometry, –iconic, –mattecolor, –name, –shared-memory, –usePixmap, or –title.

By default, the image format of ‘file’ is determined by its magic number. To specify a particular image format, precede the filename with an image format name and a colon (i.e. ps:image) or specify the image type as the filename suffix (i.e. image.ps). Specify ‘file’ as ‘-’ for standard input or output.

Buttons:

- 1 press to map or unmap the Command widget
- 2 press and drag to magnify a region of an image
- 3 press to load an image from a visual image directory

NOTE

The display program defaults to the X screen resolution. To display vector formats at their intended size, override the default resolution:

display -density 72 drawing.svg

SEE ALSO

ImageMagick-im6.q16(1)

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