

# Image Editor

Non-Visible component

Category	Requires	Version
Drawing and Animation	API 19, Android 4.4 - 4.4.4 KitKat	1

## Overview

Non-visible component that allows users to edit images.

### Permissions

- `android.permission.READ_EXTERNAL_STORAGE`
- `android.permission.WRITE_EXTERNAL_STORAGE`

## Methods

### Blur Effect

Returns: *Text*

This methods creates a blur effect.

Params	
image A	Text
scale	Number
radius	Number

## Color Boost Effect

Returns: *Text*

Color boost technique is basically based on color filtering, which is to increase the intensity of a single color channel. For example: type = green/ blue or red; percent = 40%.

Params	
image A	<i>Text</i>
type	<i>Text</i>
percent	<i>Number</i>

## Color Filter

Returns: *Text*

Set a color filter to your image. For example: red = 30; green = 40; blue = 20.

Params	
image A	<i>Text</i>
red	<i>Number</i>
green	<i>Number</i>
blue	<i>Number</i>

## Flip Picture

Returns: *Text*

Flip your image vertical or horizontal. For example: type = 1 (vertical); type = 2 (horizontal).

Params	
image A	<b>Text</b>
type	<b>Number</b>

## Gamma Effect

**Returns:** *Text*

Set a gamma effect to your image. For example: red = 5; green = 10; blue = 20.

Params	
image A	<b>Text</b>
red	<b>Number</b>
green	<b>Number</b>
blue	<b>Number</b>

## Greyscale Effect

**Returns:** *Text*

Grayscale is a simple image effect that changes colors to grayscale by default.

Params	
image A	<b>Text</b>

## Highlight Effect

Returns: *Text*

Set a highlight effect to your image.

Params	
image A	<i>Text</i>

## Hue Filter

Returns: *Text*

Change the hue of an image. For example: level = 1 or 2 or 3 or 4 etc.

Params	
image A	<i>Text</i>
level	<i>Number</i>

## Image Rotation

Returns: *Text*

Rotate the image to the degree you need it. For example: degree = 100.

Params	
image A	<i>Text</i>
degree	<i>Number</i>

## Invert Effect

Returns: *Text*

This effect inverts your image.

Params	
image A	Text

## is Landscape

Returns: *Boolean*

Return true if image is in landscape format, else return false.

Params	
image	Text

## is Portrait

Returns: *Boolean*

Return true if image is in portrait format, else return false.

Params	
image	Text

## is Square

Returns: *Boolean*

Return true if image is in square format (means as high as wide or as wide as high), else return false.

Params	
image	Text

## Merge Two Images

Returns: *Text*

This methods creates a new side by side horizontal image.

Params	
left Image	Text
right Image	Text

## Pixelate

Returns: *Text*

This methods creates a pixelate image effect. Use as example as pixelation Amount '1' for a hugh pixel effect and '99' for a almost not visible pixel effect.

Params	
image A	Text
pixelation Amount	Number

## Round Corner

Returns: *Text*

Set a round corner to your image. For example: round = 45.

Params	
image A	Text
round	Number

## Scale Center Crop

Returns: *Text*

This methods creates a new scale center crop image.

Params	
image A	Text
height	Number
width	Number

## Sepia Toning Effect

Returns: *Text*

Set a sepia toning effect to your image. For example: depth = 20; red = 10; green = 20; blue = 25.

Params	
image A	Text
depth	Number
red	Number
green	Number
blue	Number

## Set Brightness

Returns: *Text*

Change the brightness of your image. For example: value = 50 (maximum = 255=100% brightness).

Params	
image A	Text
value	Number

## Set Color Depth

Returns: *Text*

Change the color depth of an image as you wish. For example: bitOffset = 32 (bit) or bitOffset = 16 (bit).



Params	
image A	Text
bit Offset	Number

## Set Contrast

Returns: *Text*

This changes the contrast of your image. For example: value = 1.0 means normal picture contrast. Below 1.0 like as example 0.7 means dark contrast, above 1.0 as example 1.5 means light contrast.

Params	
image A	Text
value	Number

## Shading Filter

Returns: *Text*

Make a new image with a shading filter. For example: shadingColor = green(rgb value).

Params	
image A	Text
shading Color	Number

## Tint Color Effect

Returns: *Text*

That's a pretty new other cool effect. It changes the tint color of your image. For example: degree = 100.

Params	
image A	<b>Text</b>
degree	<b>Number</b>

## Watermark Effect

Returns: *Text*

Set a watermark effect to an image and change the position/size or color of the text. For example: text = hello; textSize = 25; textColor = red(rgb value); textAlphaValue = 255 (255= 100% visible, 127.5= 50% visible, 0= 0% visible); pointX = 50; pointY = 100; text underline(boolean) = true or false.

Params	
image A	Text
text	Text
text Size	Number
text Color	Number
text Underline	Boolean
text Alpha Value	Number
point X	Number
point Y	Number

## Properties

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### Save New Image As

Text Default: *NewImage.png* — Read Write - Designer Blocks

Save the new created image to a folder/ name of your choice.

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Last update: January 26, 2020