VGLGUI

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

Chapter 5

Namespace Documentation

5.1 execWorkflow Namespace Reference

Functions

- def GlyphExecutedUpdate (GlyphExecutedUpdate_Glyph_Id, GlyphExecutedUpdate_image)
- def imshow (im)
- def tratnum (num)

Variables

- int nSteps = 1
- string msg = ""
- CPU = cl.device_type.CPU
- GPU = cl.device_type.GPU
- float total = 0.0
- vglLoadImage_img_in_path = vGlyph.lst_par[0].getValue()
- vglLoadImage_img_input = vl.VglImage(vglLoadImage_img_in_path, None, vl.VGL_IMAGE_2D_IMAGE(), vl.IMAGE_ND_ARRAY())
- vglCreateImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img')
- vglCreateImage_RETVAL = vl.create_blank_image_as(vglCreateImage_img_input)
- vglClBlurSq3_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClBlurSq3_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- t0 = datetime.now()
- t1 = datetime.now()
- t = t1 - t0
- tuple media = (t.total_seconds() * 1000) / nSteps
- vglCl3dBlurSq3_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglCl3dBlurSq3_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglCl3dErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglCl3dErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClNErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClNErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- Erode_buffer = vl.create_blank_image_as(vglClNErode_img_input)
- diff = t1 - t0

- vglClNdErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')

  print(vglShape.getShape())
- vglClNdErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglShape_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglShape = vl.VglShape()
- size
- window = vl.VglStrEl()

  CASO DO TYPE.
- dictionary kernel_type_map
- input = vGlyph.lst_par[0].getValue().strip().lower()
- type = None
- str_list = vGlyph.lst_par[0].getValue()
- data = np.array(str_list, dtype=np.float32)
- vglClNdDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClNdDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClNdConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClNdConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglCl3dConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglCl3dConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClNConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClNConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- Conv_buffer = vl.create_blank_image_as(vglClNConvolution_img_input)
- vglClDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglCl3dDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglCl3dDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClNDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClNDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- Dilate_buffer = vl.create_blank_image_as(vglClNDilate_img_input)
- vglClThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- vglClThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- tuple med = (diff.total_seconds() ∗ 1000) / nSteps
- vglCl3dThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- vglCl3dThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- vglClNdThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- vglClNdThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- vglClSwapRgb_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- vglClSwapRgb_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- vglClRgb2Gray_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClRgb2Gray_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClInvert_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClInvert_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClSub_img_input1 = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
- vglClSub_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClSub_img_input2 = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
- vglClMin_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClMin_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- vglClSum_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- vglClSum_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- Closing_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- Closing_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- Closing_buffer = vl.create_blank_image_as(Closing_img_input)

- Rec_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- Rec_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- n_pixel = np.uint32(vGlyph.lst_par[0].getValue())
- def elemento = tratnum(vGlyph.lst_par[0].getValue())
- x = np.uint32(vGlyph.lst_par[1].getValue())
- y = np.uint32(vGlyph.lst_par[2].getValue())
- Rec_imt1 = vl.create_blank_image_as(Rec_img_input)
- Rec_buffer = vl.create_blank_image_as(Rec_img_input)
- int result = 0
- int count = 0
- initial_value = int(vGlyph.lst_par[0].getValue())

  CONTROL.
- final_value = int(vGlyph.lst_par[1].getValue())
- increment = int(vGlyph.lst_par[2].getValue())
- merge_img_input1 = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
- merge_img_input2 = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
- merge_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- tinput = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
- trinput = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
- toutput = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- ShowImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'image')
- ShowImage_img_ndarray = VglImage.get_ipl(ShowImage_img_input)
- vglSaveImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'image')
- vpath = vGlyph.lst_par[0].getValue()
- file
- string msg1 = "Valor total do tempo médio: "+str(total)

5.1.1 Function Documentation

5.1.1.1 GlyphExecutedUpdate()

```
def execWorkflow.GlyphExecutedUpdate (
              GlyphExecutedUpdate_Glyph_Id,
              GlyphExecutedUpdate_image )
```

5.1.1.2 imshow()

```
def execWorkflow.imshow (
              im )
```

5.1.1.3 tratnum()

```
def execWorkflow.tratnum (
              num )
```

5.1.2 Variable Documentation

5.1.2.1 Closing_buffer

```
execWorkflow.Closing_buffer = vl.create_blank_image_as(Closing_img_input)
```

5.1.2.2 Closing_img_input

```
execWorkflow.Closing_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.3 Closing_img_output

```
execWorkflow.Closing_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.4 Conv_buffer

```
execWorkflow.Conv_buffer = vl.create_blank_image_as(vglClNConvolution_img_input)
```

5.1.2.5 count

```
int execWorkflow.count = 0
```

5.1.2.6 CPU

```
execWorkflow.CPU = cl.device_type.CPU
```

5.1.2.7 data

```
execWorkflow.data = np.array(str_list, dtype=np.float32)
```

5.1.2.8 diff

```
execWorkflow.diff = t1 - t0
```

5.1.2.9 Dilate_buffer

```
execWorkflow.Dilate_buffer = vl.create_blank_image_as(vglClNDilate_img_input)
```

5.1.2.10 elemento

```
def execWorkflow.elemento = tratnum(vGlyph.lst_par[0].getValue())
```

5.1.2.11 Erode_buffer

```
execWorkflow.Erode_buffer = vl.create_blank_image_as(vglClNErode_img_input)
```

5.1.2.12 file

```
execWorkflow.file
```

5.1.2.13 final_value

```
execWorkflow.final_value = int(vGlyph.lst_par[1].getValue())
```

5.1.2.14 GPU

```
execWorkflow.GPU = cl.device_type.GPU
```

5.1.2.15 increment

```
execWorkflow.increment = int(vGlyph.lst_par[2].getValue())
```

5.1.2.16 initial_value

```
execWorkflow.initial_value = int(vGlyph.lst_par[0].getValue())
```

CONTROL.

CONTROL::COUNT::1:255:377::-inital_value 0 -final_value 10 increment 1

5.1.2.17 input

```
execWorkflow.input = vGlyph.lst_par[0].getValue().strip().lower()
```

5.1.2.18 kernel_type_map

```
dictionary execWorkflow.kernel_type_map
```

Initial value:

```
1 =  {
2               'gaussian': 3,
3               'cross': 2,
4               'mean': 4,
5               'cube': 1
6           }
```

5.1.2.19 med

```
tuple execWorkflow.med = (diff.total_seconds() * 1000) / nSteps
```

5.1.2.20 media

```
tuple execWorkflow.media = (t.total_seconds() * 1000) / nSteps
```

5.1.2.21 merge_img_input1

```
execWorkflow.merge_img_input1 = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
```

5.1.2.22 merge_img_input2

```
execWorkflow.merge_img_input2 = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
```

5.1.2.23 merge_img_output

```
execWorkflow.merge_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.24 msg

```
string execWorkflow.msg = ""
```

5.1.2.25 msg1

```
string execWorkflow.msg1 = "Valor total do tempo médio:  "+str(total)
```

5.1.2.26 n_pixel

```
execWorkflow.n_pixel = np.uint32(vGlyph.lst_par[0].getValue())
```

5.1.2.27 nSteps

```
int execWorkflow.nSteps = 1
```

5.1.2.28 Rec_buffer

```
execWorkflow.Rec_buffer = vl.create_blank_image_as(Rec_img_input)
```

5.1.2.29 Rec_img_input

```
execWorkflow.Rec_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.30 Rec_img_output

```
execWorkflow.Rec_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.31 Rec_imt1

```
execWorkflow.Rec_imt1 = vl.create_blank_image_as(Rec_img_input)
```

5.1.2.32 result

```
int execWorkflow.result = 0
```

5.1.2.33 ShowImage_img_input

```
execWorkflow.ShowImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'image')
```

5.1.2.34 ShowImage_img_ndarray

```
execWorkflow.ShowImage_img_ndarray = VglImage.get_ipl(ShowImage_img_input)
```

5.1.2.35 size

```
execWorkflow.size
```

5.1.2.36 str_list

```
execWorkflow.str_list = vGlyph.lst_par[0].getValue()
```

5.1.2.37 t

```
execWorkflow.t = t1 - t0
```

5.1.2.38 t0

```
execWorkflow.t0 = datetime.now()
```

5.1.2.39 t1

```
execWorkflow.t1 = datetime.now()
```

5.1.2.40 tinput

```
execWorkflow.tinput = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
```

5.1.2.41 total

```
float execWorkflow.total = 0.0
```

5.1.2.42 toutput

```
execWorkflow.toutput = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.43 trinput

```
execWorkflow.trinput = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
```

5.1.2.44 type

```
dictionary execWorkflow.type = None
```

5.1.2.45 vglCl3dBlurSq3_img_input

```
execWorkflow.vglCl3dBlurSq3_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.46 vglCl3dBlurSq3_img_output

```
execWorkflow.vglCl3dBlurSq3_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.47 vglCl3dConvolution_img_input

```
execWorkflow.vglCl3dConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_↩
input')
```

5.1.2.48 vglCl3dConvolution_img_output

```
execWorkflow.vglCl3dConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_↩
output')
```

5.1.2.49 vglCl3dDilate_img_input

```
execWorkflow.vglCl3dDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.50 vglCl3dDilate_img_output

```
execWorkflow.vglCl3dDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.51 vglCl3dErode_img_input

```
execWorkflow.vglCl3dErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.52 vglCl3dErode_img_output

```
execWorkflow.vglCl3dErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.53 vglCl3dThreshold_img_input

```
execWorkflow.vglCl3dThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
```

5.1.2.54 vglCl3dThreshold_img_output

```
execWorkflow.vglCl3dThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
```

5.1.2.55 vglClBlurSq3_img_input

```
execWorkflow.vglClBlurSq3_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.56 vglClBlurSq3_img_output

```
execWorkflow.vglClBlurSq3_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.57 vglClConvolution_img_input

```
execWorkflow.vglClConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.58 vglClConvolution_img_output

```
execWorkflow.vglClConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_↩
output')
```

5.1.2.59 vglClDilate_img_input

```
execWorkflow.vglClDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.60 vglClDilate_img_output

```
execWorkflow.vglClDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.61 vglClErode_img_input

```
execWorkflow.vglClErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.62 vglClErode_img_output

```
execWorkflow.vglClErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.63 vglClInvert_img_input

```
execWorkflow.vglClInvert_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.64 vglClInvert_img_output

```
execWorkflow.vglClInvert_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.65 vglClMin_img_input

```
execWorkflow.vglClMin_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.66 vglClMin_img_output

```
execWorkflow.vglClMin_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.67 vglClNConvolution_img_input

```
execWorkflow.vglClNConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.68 vglClNConvolution_img_output

```
execWorkflow.vglClNConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_↩
output')
```

5.1.2.69 vglClNdConvolution_img_input

```
execWorkflow.vglClNdConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_↩
input')
```

5.1.2.70 vglClNdConvolution_img_output

```
execWorkflow.vglClNdConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_↩
output')
```

5.1.2.71 vglClNdDilate_img_input

```
execWorkflow.vglClNdDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.72 vglClNdDilate_img_output

```
execWorkflow.vglClNdDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.73 vglClNdErode_img_input

```
execWorkflow.vglClNdErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

print(vglShape.getShape())

5.1.2.74 vglClNdErode_img_output

```
execWorkflow.vglClNdErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.75 vglClNDilate_img_input

```
execWorkflow.vglClNDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.76 vglClNDilate_img_output

```
execWorkflow.vglClNDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.77 vglClNdThreshold_img_input

```
execWorkflow.vglClNdThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
```

5.1.2.78 vglClNdThreshold_img_output

```
execWorkflow.vglClNdThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
```

5.1.2.79 vglClNErode_img_input

```
execWorkflow.vglClNErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.80 vglClNErode_img_output

```
execWorkflow.vglClNErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.81 vglClRgb2Gray_img_input

```
execWorkflow.vglClRgb2Gray_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.82 vglClRgb2Gray_img_output

```
execWorkflow.vglClRgb2Gray_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.83 vglClSub_img_input1

```
execWorkflow.vglClSub_img_input1 = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
```

5.1.2.84 vglClSub_img_input2

```
execWorkflow.vglClSub_img_input2 = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
```

5.1.2.85 vglClSub_img_output

```
execWorkflow.vglClSub_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.86 vglClSum_img_input

```
execWorkflow.vglClSum_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
```

5.1.2.87 vglClSum_img_output

```
execWorkflow.vglClSum_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.88 vglClSwapRgb_img_input

```
execWorkflow.vglClSwapRgb_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
```

5.1.2.89 vglClSwapRgb_img_output

```
execWorkflow.vglClSwapRgb_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
```

5.1.2.90 vglClThreshold_img_input

```
execWorkflow.vglClThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
```

5.1.2.91 vglClThreshold_img_output

```
execWorkflow.vglClThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
```

5.1.2.92 vglCreateImage_img_input

```
execWorkflow.vglCreateImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img')
```

5.1.2.93 vglCreateImage_RETVAL

```
execWorkflow.vglCreateImage_RETVAL = vl.create_blank_image_as(vglCreateImage_img_input)
```

5.1.2.94 vglLoadImage_img_in_path

```
execWorkflow.vglLoadImage_img_in_path = vGlyph.lst_par[0].getValue()
```

5.1.2.95 vglLoadImage_img_input

```
execWorkflow.vglLoadImage_img_input = vl.VglImage(vglLoadImage_img_in_path, None, vl.VGL_↩
IMAGE_2D_IMAGE(), vl.IMAGE_ND_ARRAY())
```

5.1.2.96 vglSaveImage_img_input

```
execWorkflow.vglSaveImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'image')
```

5.1.2.97 vglShape

```
execWorkflow.vglShape = vl.VglShape()
```

5.1.2.98 vglShape_img_input

```
execWorkflow.vglShape_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
```

5.1.2.99 vpath

```
execWorkflow.vpath = vGlyph.lst_par[0].getValue()
```

5.1.2.100 window

```
execWorkflow.window = vl.VglStrEl()
```

CASO DO TYPE.

5.1.2.101 x

```
execWorkflow.x = np.uint32(vGlyph.lst_par[1].getValue())
```

5.1.2.102 y

```
execWorkflow.y = np.uint32(vGlyph.lst_par[2].getValue())
```

5.2 readWorkflow Namespace Reference

Classes

- class Error
- class objGlyph
- class objGlyphParameters
- class objGlyphInput
- class objGlyphOutput
- class objConnection
- class objConnectionPar

Functions

- def procCreateGlyphInOut ()
- def procCreateGlyphPar (procCreateGlyphPar_vGlyph, procCreateGlyphPar_vParameters, procCreate↩ GlyphPar_count)
- def procCreateGlyph (procCreateGlyph_contentGly, procCreateGlyph_count)
- def setGlyphInputReadyByIdOut (setGlyphInputReadyByIdOut_vOutputGlyph_id)
- def setGlyphDoneId (setGlyphDoneId_vGlyphIdUpd)
- def setGlyphInputReady (setGlyphInputReady_vPar_glyph_id, setGlyphInputReady_vPar_name)
- def getOutputConnection (getOutputConnection_vGlyph_IdOutput)
- def getOutputConnectionByIdName (getOutputConnectionByIdName_vGlyph_idInput, getOutput↩ ConnectionByIdName_vNameParInput)
- def setImageConnectionByOutputId (setImageConnectionByOutputId_vGlyph_OutputId, setImage↩ ConnectionByOutputId_img)
- def getImageInputByIdName (getImageInputByIdName_vGlyph_idInput, getImageInputByIdName_vName↩ ParInput)
- def addInputConnection (addInputConnection_vConnOutput, addInputConnection_vinput_Glyph_ID, add↩ InputConnection_vinput_varname)
- def procCreateConnection (procCreateConnection_voutput_Glyph_ID, procCreateConnection_voutput_↩ varname, procCreateConnection_vinput_Glyph_ID, procCreateConnection_vinput_varname)
- def fileRead (lstGlyph, lstConnection)

Variables

- list lstGlyph = [ ]
- list lstGlyphPar = [ ]
- list lstConnection = [ ]
- list lstConnectionInput = [ ]
- list lstGlyphIn = [ ]
- list lstGlyphOut = [ ]
- vfile = sys.argv[1]
- vGlyph = objGlyph
- vGlyphPar = objGlyphParameters
- vGlyphIn = objGlyphInput
- vGlyphOut = objGlyphOutput
- vConnection = objConnection
- vConnectionOutput = objConnectionPar

5.2.1 Function Documentation

5.2.1.1 addInputConnection()

```
def readWorkflow.addInputConnection (
              addInputConnection_vConnOutput,
              addInputConnection_vinput_Glyph_ID,
              addInputConnection_vinput_varname )
```

5.2.1.2 fileRead()

```
def readWorkflow.fileRead (
              lstGlyph,
              lstConnection )
```

5.2.1.3 getImageInputByIdName()

```
def readWorkflow.getImageInputByIdName (
              getImageInputByIdName_vGlyph_idInput,
              getImageInputByIdName_vNameParInput )
```

5.2.1.4 getOutputConnection()

```
def readWorkflow.getOutputConnection (
              getOutputConnection_vGlyph_IdOutput )
```

5.2.1.5 getOutputConnectionByIdName()

```
def readWorkflow.getOutputConnectionByIdName (
              getOutputConnectionByIdName_vGlyph_idInput,
              getOutputConnectionByIdName_vNameParInput )
```

5.2.1.6 procCreateConnection()

```
def readWorkflow.procCreateConnection (
              procCreateConnection_voutput_Glyph_ID,
              procCreateConnection_voutput_varname,
              procCreateConnection_vinput_Glyph_ID,
              procCreateConnection_vinput_varname )
```

5.2.1.7 procCreateGlyph()

```
def readWorkflow.procCreateGlyph (
              procCreateGlyph_contentGly,
              procCreateGlyph_count )
```

5.2.1.8 procCreateGlyphInOut()

```
def readWorkflow.procCreateGlyphInOut ( )
```

5.2.1.9 procCreateGlyphPar()

```
def readWorkflow.procCreateGlyphPar (
              procCreateGlyphPar_vGlyph,
              procCreateGlyphPar_vParameters,
              procCreateGlyphPar_count )
```

5.2.1.10 setGlyphDoneId()

```
def readWorkflow.setGlyphDoneId (
              setGlyphDoneId_vGlyphIdUpd )
```

5.2.1.11 setGlyphInputReady()

```
def readWorkflow.setGlyphInputReady (
              setGlyphInputReady_vPar_glyph_id,
              setGlyphInputReady_vPar_name )
```

5.2.1.12 setGlyphInputReadyByIdOut()

```
def readWorkflow.setGlyphInputReadyByIdOut (
              setGlyphInputReadyByIdOut_vOutputGlyph_id )
```

5.2.1.13 setImageConnectionByOutputId()

```
def readWorkflow.setImageConnectionByOutputId (
              setImageConnectionByOutputId_vGlyph_OutputId,
              setImageConnectionByOutputId_img )
```

5.2.2 Variable Documentation

5.2.2.1 lstConnection

```
list readWorkflow.lstConnection = []
```

5.2.2.2 lstConnectionInput

```
list readWorkflow.lstConnectionInput = []
```

5.2.2.3 lstGlyph

```
list readWorkflow.lstGlyph = []
```

5.2.2.4 lstGlyphIn

```
list readWorkflow.lstGlyphIn = []
```

5.2.2.5 lstGlyphOut

```
list readWorkflow.lstGlyphOut = []
```

5.2.2.6 lstGlyphPar

```
list readWorkflow.lstGlyphPar = []
```

5.2.2.7 vConnection

```
readWorkflow.vConnection = objConnection
```

5.2.2.8 vConnectionOutput

```
readWorkflow.vConnectionOutput = objConnectionPar
```

5.2.2.9 vfile

```
readWorkflow.vfile = sys.argv[1]
```

5.2.2.10 vGlyph

```
readWorkflow.vGlyph = objGlyph
```

5.2.2.11 vGlyphIn

```
readWorkflow.vGlyphIn = objGlyphInput
```

5.2.2.12 vGlyphOut

```
readWorkflow.vGlyphOut = objGlyphOutput
```

5.2.2.13 vGlyphPar

```
readWorkflow.vGlyphPar = objGlyphParameters
```

5.3 vgl_lib Namespace Reference

Namespaces

- opencl_context
- struct_sizes
- vglClImage
- vglClUtil
- vglConst
- vglContext
- vglImage
- vglShape
- vglStrEl

5.4 vgl_lib.opencl_context Namespace Reference

Classes

- class VglClContext
- class opencl_context

5.5 vgl_lib.struct_sizes Namespace Reference

Classes

- class struct_sizes

5.6 vgl_lib.vglClImage Namespace Reference

Functions

- def vglClInit (device_type=2, ocl_context_a=None, ss_a=None, bin_image_pack_size_a=None)
- def vglClUpload (img)
- def vglClDownload (img)
- def vglClImageUpload (img)
- def vglClImageDownload (img)
- def vglClNdImageUpload (img)
- def vglClNdImageDownload (img)
- def vglClCheckError (error, name)
- def get_bin_image_pack_size ()
- def get_ocl ()
- def get_ocl_context ()
- def set_ocl (ctx)
- def get_struct_sizes ()
- def cl_channel_type (img)
- def cl_channel_order (img)
- def get_similar_oclPtr_object (img, nChannels=None)
- def create_blank_image_as (img)
- def create_blank_image_as_gray (img)
- def get_vglstrel_opencl_buffer (strel)
- def get_vglshape_opencl_buffer (shape)

Variables

- ocl = None
- ocl_context = None
- struct_sizes = None
- bin_image_pack_size = None

5.6.1 Function Documentation

5.6.1.1 cl_channel_order()

```
def vgl_lib.vglClImage.cl_channel_order (
              img )
```

5.6.1.2 cl_channel_type()

```
def vgl_lib.vglClImage.cl_channel_type (
              img )
```

5.6.1.3 create_blank_image_as()

```
def vgl_lib.vglClImage.create_blank_image_as (
              img )
```

5.6.1.4 create_blank_image_as_gray()

```
def vgl_lib.vglClImage.create_blank_image_as_gray (
              img )
```

5.6.1.5 get_bin_image_pack_size()

```
def vgl_lib.vglClImage.get_bin_image_pack_size ( )
```

5.6.1.6 get_ocl()

```
def vgl_lib.vglClImage.get_ocl ( )
```

5.6.1.7 get_ocl_context()

```
def vgl_lib.vglClImage.get_ocl_context ( )
```

5.6.1.8 get_similar_oclPtr_object()

```
def vgl_lib.vglClImage.get_similar_oclPtr_object (
              img,
              nChannels = None )
```

5.6.1.9 get_struct_sizes()

```
def vgl_lib.vglClImage.get_struct_sizes ( )
```

5.6.1.10 get_vglshape_opencl_buffer()

```
def vgl_lib.vglClImage.get_vglshape_opencl_buffer (
              shape )
```

5.6.1.11 get_vglstrel_opencl_buffer()

```
def vgl_lib.vglClImage.get_vglstrel_opencl_buffer (
              strel )
```

5.6.1.12 set_ocl()

```
def vgl_lib.vglClImage.set_ocl (
              ctx )
```

5.6.1.13 vglClCheckError()

```
def vgl_lib.vglClImage.vglClCheckError (
              error,
              name )
```

5.6.1.14 vglClDownload()

```
def vgl_lib.vglClImage.vglClDownload (
              img )
```

5.6.1.15 vglClImageDownload()

```
def vgl_lib.vglClImage.vglClImageDownload (
              img )
```

5.6.1.16 vglClImageUpload()

```
def vgl_lib.vglClImage.vglClImageUpload (
              img )
```

5.6.1.17 vglClInit()

```
def vgl_lib.vglClImage.vglClInit (
              device_type = 2,
              ocl_context_a = None,
              ss_a = None,
              bin_image_pack_size_a = None )
```

5.6.1.18 vglClNdImageDownload()

```
def vgl_lib.vglClImage.vglClNdImageDownload (
              img )
```

5.6.1.19 vglClNdImageUpload()

```
def vgl_lib.vglClImage.vglClNdImageUpload (
              img )
```

5.6.1.20 vglClUpload()

```
def vgl_lib.vglClImage.vglClUpload (
              img )
```

5.6.2 Variable Documentation

5.6.2.1 bin_image_pack_size

```
vgl_lib.vglClImage.bin_image_pack_size = None
```

5.6.2.2 ocl

```
vgl_lib.vglClImage.ocl = None
```

5.6.2.3 ocl_context

```
vgl_lib.vglClImage.ocl_context = None
```

5.6.2.4 struct_sizes

```
vgl_lib.vglClImage.struct_sizes = None
```

5.7 vgl_lib.vglClUtil Namespace Reference

Functions

- def vglClEqual1 (img_input, img_output)
- def vglClEqual (img_input1, img_input2)

5.7.1 Detailed Description

```
    ***************************************************************************
    ***                                                                     ***
    ***                     Wrapper code for CL_UTIL                        ***
    ***                                                                     ***
    *** Author: ddantas                                                     ***
    *** 28/10/2021                                                         ***
    ***                                                                     ***
    ***************************************************************************
```

5.7.2 Function Documentation

5.7.2.1 vglClEqual()

```
def vgl_lib.vglClUtil.vglClEqual (
              img_input1,
              img_input2 )
```

5.7.2.2 vglClEqual1()

```
def vgl_lib.vglClUtil.vglClEqual1 (
              img_input,
              img_output )
```

5.8 vgl_lib.vglConst Namespace Reference

Functions

- def VGL_WIN_X0 ()
- def VGL_WIN_X1 ()
- def VGL_WIN_DX ()
- def VGL_WIN_Y0 ()
- def VGL_WIN_Y1 ()
- def VGL_WIN_DY ()
- def VGL_MIN_WINDOW_SPLIT ()
- def VGL_DEFAULT_WINDOW_SPLIT ()
- def VGL_MAX_WINDOW_SPLIT ()
- def VGL_MAX_WINDOWS ()
- def IPL_DEPTH_1U ()
- def VGL_SHAPE_NCHANNELS ()
- def VGL_SHAPE_WIDTH ()
- def VGL_SHAPE_HEIGTH ()
- def VGL_SHAPE_LENGTH ()
- def VGL_4D ()
- def VGL_MAX_DIM ()
- def VGL_ARR_SHAPE_SIZE ()
- def VGL_SHAPE_D0 ()
- def VGL_SHAPE_D1 ()
- def VGL_SHAPE_D2 ()
- def VGL_SHAPE_D3 ()
- def VGL_SHAPE_D4 ()
- def VGL_ARR_CLSTREL_SIZE ()
- def VGL_STREL_CUBE ()
- def VGL_STREL_CROSS ()
- def VGL_STREL_GAUSS ()
- def VGL_STREL_MEAN ()
- def VGL_IMAGE_3D_IMAGE ()
- def VGL_IMAGE_2D_IMAGE ()
- def VGL_BLANK_CONTEXT ()
- def VGL_RAM_CONTEXT ()
- def VGL_GL_CONTEXT ()
- def VGL_CUDA_CONTEXT ()
- def VGL_CL_CONTEXT ()
- def VGL_ERROR ()
- def IMAGE_CL_OBJECT ()
- def IMAGE_ND_ARRAY ()
- def vglClErrorMessages ()
- def CL_SUCCESS ()
- def CL_MIN_ERROR ()
- def VGL_PACK_SIZE_BITS_8 ()
- def VGL_PACK_SIZE_BYTES_8 ()
- def VGL_PACK_MAX_UINT_8 ()
- def VGL_PACK_CL_CONST_TYPE_8 ()
- def VGL_PACK_CL_SHADER_TYPE_8 ()
- def VGL_PACK_OUTPUT_SWAP_MASK_8 ()
- def VGL_PACK_OUTPUT_DIRECT_MASK_8 ()
- def VGL_PACK_SIZE_BITS_32 ()
- def VGL_PACK_SIZE_BYTES_32 ()

- def VGL_PACK_MAX_UINT_32 ()
- def VGL_PACK_CL_CONST_TYPE_32 ()
- def VGL_PACK_CL_SHADER_TYPE_32 ()
- def VGL_PACK_OUTPUT_SWAP_MASK_32 ()
- def VGL_PACK_OUTPUT_DIRECT_MASK_32 ()
- def VGL_PACK_SIZE_BITS_64 ()
- def VGL_PACK_SIZE_BYTES_64 ()
- def VGL_PACK_MAX_UINT_64 ()
- def VGL_PACK_CL_CONST_TYPE_64 ()
- def VGL_PACK_CL_SHADER_TYPE_64 ()
- def VGL_PACK_OUTPUT_SWAP_MASK_64 ()
- def VGL_PACK_OUTPUT_DIRECT_MASK_64 ()
- def PACK_SIZE_8 ()
- def PACK_SIZE_32 ()
- def PACK_SIZE_64 ()
- def VGL_PACK_SIZE_BITS ()
- def VGL_PACK_SIZE_BYTES ()
- def VGL_PACK_MAX_UINT ()
- def VGL_PACK_CL_CONST_TYPE ()
- def VGL_PACK_CL_SHADER_TYPE ()
- def VGL_PACK_OUTPUT_SWAP_MASK ()
- def VGL_PACK_OUTPUT_DIRECT_MASK ()

5.8.1 Detailed Description

```
AS PYTHON DOESN'T HAVE CONSTANT DECLARATION, THE NEXT METHODS
RETURN THE VALUES WHO NEED CONSTANT BEHAVIOR.
```

5.8.2 Function Documentation

5.8.2.1 CL_MIN_ERROR()

```
def vgl_lib.vglConst.CL_MIN_ERROR ( )
```

5.8.2.2 CL_SUCCESS()

```
def vgl_lib.vglConst.CL_SUCCESS ( )
```

5.8.2.3 IMAGE_CL_OBJECT()

```
def vgl_lib.vglConst.IMAGE_CL_OBJECT ( )
```

5.8.2.4 IMAGE_ND_ARRAY()

```
def vgl_lib.vglConst.IMAGE_ND_ARRAY ( )
```

5.8.2.5 IPL_DEPTH_1U()

```
def vgl_lib.vglConst.IPL_DEPTH_1U ( )
```

5.8.2.6 PACK_SIZE_32()

```
def vgl_lib.vglConst.PACK_SIZE_32 ( )
```

5.8.2.7 PACK_SIZE_64()

```
def vgl_lib.vglConst.PACK_SIZE_64 ( )
```

5.8.2.8 PACK_SIZE_8()

```
def vgl_lib.vglConst.PACK_SIZE_8 ( )
```

5.8.2.9 VGL_4D()

```
def vgl_lib.vglConst.VGL_4D ( )
```

5.8.2.10 VGL_ARR_CLSTREL_SIZE()

```
def vgl_lib.vglConst.VGL_ARR_CLSTREL_SIZE ( )
```

5.8.2.11 VGL_ARR_SHAPE_SIZE()

```
def vgl_lib.vglConst.VGL_ARR_SHAPE_SIZE ( )
```

5.8.2.12 VGL_BLANK_CONTEXT()

```
def vgl_lib.vglConst.VGL_BLANK_CONTEXT ( )
```

5.8.2.13 VGL_CL_CONTEXT()

```
def vgl_lib.vglConst.VGL_CL_CONTEXT ( )
```

5.8.2.14 VGL_CUDA_CONTEXT()

```
def vgl_lib.vglConst.VGL_CUDA_CONTEXT ( )
```

5.8.2.15 VGL_DEFAULT_WINDOW_SPLIT()

```
def vgl_lib.vglConst.VGL_DEFAULT_WINDOW_SPLIT ( )
```

5.8.2.16 VGL_ERROR()

```
def vgl_lib.vglConst.VGL_ERROR ( )
```

5.8.2.17 VGL_GL_CONTEXT()

```
def vgl_lib.vglConst.VGL_GL_CONTEXT ( )
```

5.8.2.18 VGL_IMAGE_2D_IMAGE()

```
def vgl_lib.vglConst.VGL_IMAGE_2D_IMAGE ( )
```

5.8.2.19 VGL_IMAGE_3D_IMAGE()

```
def vgl_lib.vglConst.VGL_IMAGE_3D_IMAGE ( )
```

5.8.2.20 VGL_MAX_DIM()

```
def vgl_lib.vglConst.VGL_MAX_DIM ( )
```

5.8.2.21 VGL_MAX_WINDOW_SPLIT()

```
def vgl_lib.vglConst.VGL_MAX_WINDOW_SPLIT ( )
```

5.8.2.22 VGL_MAX_WINDOWS()

```
def vgl_lib.vglConst.VGL_MAX_WINDOWS ( )
```

5.8.2.23 VGL_MIN_WINDOW_SPLIT()

```
def vgl_lib.vglConst.VGL_MIN_WINDOW_SPLIT ( )
```

5.8.2.24 VGL_PACK_CL_CONST_TYPE()

```
def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE ( )
```

5.8.2.25 VGL_PACK_CL_CONST_TYPE_32()

```
def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE_32 ( )
```

5.8.2.26 VGL_PACK_CL_CONST_TYPE_64()

```
def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE_64 ( )
```

5.8.2.27 VGL_PACK_CL_CONST_TYPE_8()

```
def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE_8 ( )
```

5.8.2.28 VGL_PACK_CL_SHADER_TYPE()

```
def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE ( )
```

5.8.2.29 VGL_PACK_CL_SHADER_TYPE_32()

```
def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE_32 ( )
```

5.8.2.30 VGL_PACK_CL_SHADER_TYPE_64()

```
def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE_64 ( )
```

5.8.2.31 VGL_PACK_CL_SHADER_TYPE_8()

```
def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE_8 ( )
```

5.8.2.32 VGL_PACK_MAX_UINT()

```
def vgl_lib.vglConst.VGL_PACK_MAX_UINT ( )
```

5.8.2.33 VGL_PACK_MAX_UINT_32()

```
def vgl_lib.vglConst.VGL_PACK_MAX_UINT_32 ( )
```

5.8.2.34 VGL_PACK_MAX_UINT_64()

```
def vgl_lib.vglConst.VGL_PACK_MAX_UINT_64 ( )
```

5.8.2.35 VGL_PACK_MAX_UINT_8()

```
def vgl_lib.vglConst.VGL_PACK_MAX_UINT_8 ( )
```

5.8.2.36 VGL_PACK_OUTPUT_DIRECT_MASK()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK ( )
```

5.8.2.37 VGL_PACK_OUTPUT_DIRECT_MASK_32()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK_32 ( )
```

5.8.2.38 VGL_PACK_OUTPUT_DIRECT_MASK_64()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK_64 ( )
```

5.8.2.39 VGL_PACK_OUTPUT_DIRECT_MASK_8()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK_8 ( )
```

5.8.2.40 VGL_PACK_OUTPUT_SWAP_MASK()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK ( )
```

5.8.2.41 VGL_PACK_OUTPUT_SWAP_MASK_32()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK_32 ( )
```

5.8.2.42 VGL_PACK_OUTPUT_SWAP_MASK_64()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK_64 ( )
```

5.8.2.43 VGL_PACK_OUTPUT_SWAP_MASK_8()

```
def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK_8 ( )
```

5.8.2.44 VGL_PACK_SIZE_BITS()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BITS ( )
```

5.8.2.45 VGL_PACK_SIZE_BITS_32()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BITS_32 ( )
```

5.8.2.46 VGL_PACK_SIZE_BITS_64()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BITS_64 ( )
```

5.8.2.47 VGL_PACK_SIZE_BITS_8()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BITS_8 ( )
```

5.8.2.48 VGL_PACK_SIZE_BYTES()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES ( )
```

5.8.2.49 VGL_PACK_SIZE_BYTES_32()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES_32 ( )
```

5.8.2.50 VGL_PACK_SIZE_BYTES_64()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES_64 ( )
```

5.8.2.51 VGL_PACK_SIZE_BYTES_8()

```
def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES_8 ( )
```

5.8.2.52 VGL_RAM_CONTEXT()

```
def vgl_lib.vglConst.VGL_RAM_CONTEXT ( )
```

5.8.2.53 VGL_SHAPE_D0()

```
def vgl_lib.vglConst.VGL_SHAPE_D0 ( )
```

5.8.2.54 VGL_SHAPE_D1()

```
def vgl_lib.vglConst.VGL_SHAPE_D1 ( )
```

5.8.2.55 VGL_SHAPE_D2()

```
def vgl_lib.vglConst.VGL_SHAPE_D2 ( )
```

5.8.2.56 VGL_SHAPE_D3()

```
def vgl_lib.vglConst.VGL_SHAPE_D3 ( )
```

5.8.2.57 VGL_SHAPE_D4()

```
def vgl_lib.vglConst.VGL_SHAPE_D4 ( )
```

5.8.2.58 VGL_SHAPE_HEIGTH()

```
def vgl_lib.vglConst.VGL_SHAPE_HEIGTH ( )
```

5.8.2.59 VGL_SHAPE_LENGTH()

```
def vgl_lib.vglConst.VGL_SHAPE_LENGTH ( )
```

5.8.2.60 VGL_SHAPE_NCHANNELS()

```
def vgl_lib.vglConst.VGL_SHAPE_NCHANNELS ( )
```

5.8.2.61 VGL_SHAPE_WIDTH()

```
def vgl_lib.vglConst.VGL_SHAPE_WIDTH ( )
```

5.8.2.62 VGL_STREL_CROSS()

```
def vgl_lib.vglConst.VGL_STREL_CROSS ( )
```

5.8.2.63 VGL_STREL_CUBE()

```
def vgl_lib.vglConst.VGL_STREL_CUBE ( )
```

5.8.2.64 VGL_STREL_GAUSS()

```
def vgl_lib.vglConst.VGL_STREL_GAUSS ( )
```

5.8.2.65 VGL_STREL_MEAN()

```
def vgl_lib.vglConst.VGL_STREL_MEAN ( )
```

5.8.2.66 VGL_WIN_DX()

```
def vgl_lib.vglConst.VGL_WIN_DX ( )
```

5.8.2.67 VGL_WIN_DY()

```
def vgl_lib.vglConst.VGL_WIN_DY ( )
```

5.8.2.68 VGL_WIN_X0()

```
def vgl_lib.vglConst.VGL_WIN_X0 ( )
```

5.8.2.69 VGL_WIN_X1()

```
def vgl_lib.vglConst.VGL_WIN_X1 ( )
```

5.8.2.70 VGL_WIN_Y0()

```
def vgl_lib.vglConst.VGL_WIN_Y0 ( )
```

5.8.2.71 VGL_WIN_Y1()

```
def vgl_lib.vglConst.VGL_WIN_Y1 ( )
```

5.8.2.72 vglClErrorMessages()

```
def vgl_lib.vglConst.vglClErrorMessages ( )
```

5.9 vgl_lib.vglContext Namespace Reference

Functions

- def vglIsContextValid (x)
- def vglIsContextUnique (x)
- def vglIsInContext (img, x)
- def vglAddContext (img, context)
- def vglSetContext (img, context)
- def vglCheckContext (img, context)
- def vglCheckContextForOutput (img, context)

5.9.1 Function Documentation

5.9.1.1 vglAddContext()

```
def vgl_lib.vglContext.vglAddContext (
              img,
              context )
```

5.9.1.2 vglCheckContext()

```
def vgl_lib.vglContext.vglCheckContext (
              img,
              context )
```

5.9.1.3 vglCheckContextForOutput()

```
def vgl_lib.vglContext.vglCheckContextForOutput (
              img,
              context )
```

5.9.1.4 vglIsContextUnique()

```
def vgl_lib.vglContext.vglIsContextUnique (
              x )
```

5.9.1.5 vglIsContextValid()

```
def vgl_lib.vglContext.vglIsContextValid (
              x )
```

5.9.1.6 vglIsInContext()

```
def vgl_lib.vglContext.vglIsInContext (
              img,
              x )
```

5.9.1.7 vglSetContext()

```
def vgl_lib.vglContext.vglSetContext (
              img,
              context )
```

5.10 vgl_lib.vglImage Namespace Reference

Classes

- class VglImage

Functions

- def iplFindBitsPerSample (depth)
- def iplFindWidthStep (depth, width, channels=1)
- def vglImage3To4Channels (img)
- def vglImage4To3Channels (img)
- def vglLoadImage (img, filename="")
- def vglSaveImage (filename, img)
- def create_vglShape (img)
- def rgb_to_rgba (img)
- def rgba_to_rgb (img)

5.10.1 Function Documentation

5.10.1.1 create_vglShape()

```
def vgl_lib.vglImage.create_vglShape (
              img )
```

5.10.1.2 iplFindBitsPerSample()

```
def vgl_lib.vglImage.iplFindBitsPerSample (
              depth )
```

5.10.1.3 iplFindWidthStep()

```
def vgl_lib.vglImage.iplFindWidthStep (
              depth,
              width,
              channels = 1 )
```

5.10.1.4 rgb_to_rgba()

```
def vgl_lib.vglImage.rgb_to_rgba (
              img )
```

5.10.1.5 rgba_to_rgb()

```
def vgl_lib.vglImage.rgba_to_rgb (
              img )
```

5.10.1.6 vglImage3To4Channels()

```
def vgl_lib.vglImage.vglImage3To4Channels (
              img )
```

5.10.1.7 vglImage4To3Channels()

```
def vgl_lib.vglImage.vglImage4To3Channels (
              img )
```

5.10.1.8 vglLoadImage()

```
def vgl_lib.vglImage.vglLoadImage (
              img,
              filename = "" )
```

5.10.1.9 vglSaveImage()

```
def vgl_lib.vglImage.vglSaveImage (
              filename,
              img )
```

5.11 vgl_lib.vglShape Namespace Reference

Classes

- class VglClShape
- class VglShape

5.12 vgl_lib.vglStrEl Namespace Reference

Classes

- class VglClStrEl
- class VglStrEl

Chapter 6

Class Documentation

6.1 readWorkflow.Error Class Reference

Inheritance diagram for readWorkflow.Error:

6.2 readWorkflow.objConnection Class Reference

Inheritance diagram for readWorkflow.objConnection:

Collaboration diagram for readWorkflow.objConnection:

Public Member Functions

- def __init__ (self, voutput_glyph_id, voutput_varname)
- def getImageConnection (self)
- def setReadyConnection (self, statusConn)
- def getReadyConnection (self)
- def addConnInput (self, vConnPar)
- def __init__ (self, voutput_glyph_id, voutput_varname)
- def getImageConnection (self)
- def setReadyConnection (self, statusConn)
- def getReadyConnection (self)
- def addConnInput (self, vConnPar)

Public Attributes

- output_glyph_id
- output_varname
- lst_con_input
- image
- ready

6.2.1 Constructor & Destructor Documentation

6.2.1.1 __init__() [1/2]

```
def readWorkflow.objConnection.__init__ (
              self,
              voutput_glyph_id,
              voutput_varname )
```

6.2.1.2 __init__() [2/2]

```
def readWorkflow.objConnection.__init__ (
              self,
              voutput_glyph_id,
              voutput_varname )
```

6.2.2 Member Function Documentation

6.2.2.1 addConnInput() [1/2]

```
def readWorkflow.objConnection.addConnInput (
              self,
              vConnPar )
```

6.2.2.2 addConnInput() [2/2]

```
def readWorkflow.objConnection.addConnInput (
              self,
              vConnPar )
```

6.2.2.3 getImageConnection() [1/2]

```
def readWorkflow.objConnection.getImageConnection (
              self )
```

6.2.2.4 getImageConnection() [2/2]

```
def readWorkflow.objConnection.getImageConnection (
              self )
```

6.2.2.5 getReadyConnection() [1/2]

```
def readWorkflow.objConnection.getReadyConnection (
              self )
```

6.2.2.6 getReadyConnection() [2/2]

```
def readWorkflow.objConnection.getReadyConnection (
              self )
```

6.2.2.7 setReadyConnection() [1/2]

```
def readWorkflow.objConnection.setReadyConnection (
              self,
              statusConn )
```

6.2.2.8 setReadyConnection() [2/2]

```
def readWorkflow.objConnection.setReadyConnection (
              self,
              statusConn )
```

6.2.3 Member Data Documentation

6.2.3.1 image

```
readWorkflow.objConnection.image
```

6.2.3.2 lst_con_input

```
readWorkflow.objConnection.lst_con_input
```

6.2.3.3 output_glyph_id

```
readWorkflow.objConnection.output_glyph_id
```

6.2.3.4 output_varname

```
readWorkflow.objConnection.output_varname
```

6.2.3.5 ready

```
readWorkflow.objConnection.ready
```

The documentation for this class was generated from the following file:

- interpreter/readWorkflow.py

6.3 readWorkflow.objConnectionPar Class Reference

Inheritance diagram for readWorkflow.objConnectionPar:

Collaboration diagram for readWorkflow.objConnectionPar:

Public Member Functions

- def __init__ (self, vConnPar_id, vConnPar_Name)
- def __init__ (self, vConnPar_id, vConnPar_Name)

Public Attributes

- Par_glyph_id
- Par_name

6.3.1 Constructor & Destructor Documentation

6.3.1.1 __init__() [1/2]

```
def readWorkflow.objConnectionPar.__init__ (
              self,
              vConnPar_id,
              vConnPar_Name )
```

6.3.1.2 __init__() [2/2]

```
def readWorkflow.objConnectionPar.__init__ (
              self,
              vConnPar_id,
              vConnPar_Name )
```

6.3.2 Member Data Documentation

6.3.2.1 Par_glyph_id

```
readWorkflow.objConnectionPar.Par_glyph_id
```

6.3.2.2 Par_name

```
readWorkflow.objConnectionPar.Par_name
```

The documentation for this class was generated from the following file:

- interpreter/readWorkflow.py

6.4 readWorkflow.objGlyph Class Reference

Inheritance diagram for readWorkflow.objGlyph:

Collaboration diagram for readWorkflow.objGlyph:

Public Member Functions

- def __init__ (self, vlibrary, vfunc, vlocalhost, vglyph_id, vglyph_x, vglyph_y)
- def funcGlyphAddPar (self, vGlyphPar)
- def funcGlyphAddIn (self, vGlyphIn)
- def funcGlyphAddOut (self, vGlyphOut)
- def getGlyphReady (self)
- def setGlyphReady (self, status)
- def setGlyphDone (self, status)
- def getGlyphDone (self)
- def __init__ (self, vlibrary, vfunc, vlocalhost, vglyph_id, vglyph_x, vglyph_y)
- def funcGlyphAddPar (self, vGlyphPar)
- def funcGlyphAddIn (self, vGlyphIn)
- def funcGlyphAddOut (self, vGlyphOut)
- def getGlyphReady (self)
- def setGlyphReady (self, status)
- def setGlyphDone (self, status)
- def getGlyphDone (self)

Public Attributes

- library
- func
- localhost
- glyph_id
- glyph_x
- glyph_y
- ready
- done
- lst_par
- lst_input
- lst_output

6.4.1 Constructor & Destructor Documentation

6.4.1.1 __init__() [1/2]

```
def readWorkflow.objGlyph.__init__ (
              self,
              vlibrary,
              vfunc,
              vlocalhost,
              vglyph_id,
              vglyph_x,
              vglyph_y )
```

6.4.1.2 __init__() [2/2]

```
def readWorkflow.objGlyph.__init__ (
              self,
              vlibrary,
              vfunc,
              vlocalhost,
              vglyph_id,
              vglyph_x,
              vglyph_y )
```

6.4.2 Member Function Documentation

6.4.2.1 funcGlyphAddIn() [1/2]

```
def readWorkflow.objGlyph.funcGlyphAddIn (
              self,
              vGlyphIn )
```

6.4.2.2 funcGlyphAddIn() [2/2]

```
def readWorkflow.objGlyph.funcGlyphAddIn (
              self,
              vGlyphIn )
```

6.4.2.3 funcGlyphAddOut() [1/2]

```
def readWorkflow.objGlyph.funcGlyphAddOut (
              self,
              vGlyphOut )
```

6.4.2.4 funcGlyphAddOut() [2/2]

```
def readWorkflow.objGlyph.funcGlyphAddOut (
              self,
              vGlyphOut )
```

6.4.2.5 funcGlyphAddPar() [1/2]

```
def readWorkflow.objGlyph.funcGlyphAddPar (
              self,
              vGlyphPar )
```

6.4.2.6 funcGlyphAddPar() [2/2]

```
def readWorkflow.objGlyph.funcGlyphAddPar (
              self,
              vGlyphPar )
```

6.4.2.7 getGlyphDone() [1/2]

```
def readWorkflow.objGlyph.getGlyphDone (
              self )
```

6.4.2.8 getGlyphDone() [2/2]

```
def readWorkflow.objGlyph.getGlyphDone (
              self )
```

6.4.2.9 getGlyphReady() [1/2]

```
def readWorkflow.objGlyph.getGlyphReady (
              self )
```

6.4.2.10 getGlyphReady() [2/2]

```
def readWorkflow.objGlyph.getGlyphReady (
              self )
```

6.4.2.11 setGlyphDone() [1/2]

```
def readWorkflow.objGlyph.setGlyphDone (
              self,
              status )
```

6.4.2.12 setGlyphDone() [2/2]

```
def readWorkflow.objGlyph.setGlyphDone (
              self,
              status )
```

6.4.2.13 setGlyphReady() [1/2]

```
def readWorkflow.objGlyph.setGlyphReady (
              self,
              status )
```

6.4.2.14 setGlyphReady() [2/2]

```
def readWorkflow.objGlyph.setGlyphReady (
              self,
              status )
```

6.4.3 Member Data Documentation

6.4.3.1 done

```
readWorkflow.objGlyph.done
```

6.4.3.2 func

```
readWorkflow.objGlyph.func
```

6.4.3.3 glyph_id

readWorkflow.objGlyph.glyph_id

6.4.3.4 glyph_x

readWorkflow.objGlyph.glyph_x

6.4.3.5 glyph_y

readWorkflow.objGlyph.glyph_y

6.4.3.6 library

readWorkflow.objGlyph.library

6.4.3.7 localhost

readWorkflow.objGlyph.localhost

6.4.3.8 lst_input

readWorkflow.objGlyph.lst_input

6.4.3.9 lst_output

readWorkflow.objGlyph.lst_output

6.4.3.10 lst_par

readWorkflow.objGlyph.lst_par

6.4.3.11 ready

```
readWorkflow.objGlyph.ready
```

The documentation for this class was generated from the following file:

- interpreter/readWorkflow.py

6.5 readWorkflow.objGlyphInput Class Reference

Inheritance diagram for readWorkflow.objGlyphInput:

Collaboration diagram for readWorkflow.objGlyphInput:

Public Member Functions

- def __init__ (self, vnamein, vstatusin)
- def getStatus (self)
- def __init__ (self, vnamein, vstatusin)
- def getStatus (self)

Public Attributes

- namein
- statusin

6.5.1 Constructor & Destructor Documentation

6.5.1.1 __init__() [1/2]

```
def readWorkflow.objGlyphInput.__init__ (
              self,
              vnamein,
              vstatusin )
```

6.5.1.2 __init__() [2/2]

```
def readWorkflow.objGlyphInput.__init__ (
              self,
              vnamein,
              vstatusin )
```

6.5.2 Member Function Documentation

6.5.2.1 getStatus() [1/2]

```
def readWorkflow.objGlyphInput.getStatus (
              self )
```

6.5.2.2 getStatus() [2/2]

```
def readWorkflow.objGlyphInput.getStatus (
              self )
```

6.5.3 Member Data Documentation

6.5.3.1 namein

```
readWorkflow.objGlyphInput.namein
```

6.5.3.2 statusin

```
readWorkflow.objGlyphInput.statusin
```

The documentation for this class was generated from the following file:

- interpreter/readWorkflow.py

6.6 readWorkflow.objGlyphOutput Class Reference

Inheritance diagram for readWorkflow.objGlyphOutput:

Collaboration diagram for readWorkflow.objGlyphOutput:

Public Member Functions

- def __init__ (self, vnameout, vstatusout)
- def setGlyphOutput (self, status)
- def __init__ (self, vnameout, vstatusout)
- def setGlyphOutput (self, status)

Public Attributes

- nameout
- statusout

6.6.1 Constructor & Destructor Documentation

6.6.1.1 __init__() [1/2]

```
def readWorkflow.objGlyphOutput.__init__ (
              self,
              vnameout,
              vstatusout )
```

6.6.1.2 __init__() [2/2]

```
def readWorkflow.objGlyphOutput.__init__ (
              self,
              vnameout,
              vstatusout )
```

6.6.2 Member Function Documentation

6.6.2.1 setGlyphOutput() [1/2]

```
def readWorkflow.objGlyphOutput.setGlyphOutput (
              self,
              status )
```

6.6.2.2 setGlyphOutput() [2/2]

```
def readWorkflow.objGlyphOutput.setGlyphOutput (
              self,
              status )
```

6.6.3 Member Data Documentation

6.6.3.1 nameout

```
readWorkflow.objGlyphOutput.nameout
```

6.6.3.2 statusout

```
readWorkflow.objGlyphOutput.statusout
```

The documentation for this class was generated from the following file:

- interpreter/readWorkflow.py

6.7 readWorkflow.objGlyphParameters Class Reference

Inheritance diagram for readWorkflow.objGlyphParameters:

Collaboration diagram for readWorkflow.objGlyphParameters:

Public Member Functions

- def __init__ (self, namepar, valuepar)
- def getName (self)
- def getValue (self)
- def __init__ (self, namepar, valuepar)
- def getName (self)
- def getValue (self)

Public Attributes

- name
- value

6.7.1 Constructor & Destructor Documentation

6.7.1.1 __init__() [1/2]

```
def readWorkflow.objGlyphParameters.__init__ (
              self,
              namepar,
              valuepar )
```

6.7.1.2 __init__() [2/2]

```
def readWorkflow.objGlyphParameters.__init__ (
              self,
              namepar,
              valuepar )
```

6.7.2 Member Function Documentation

6.7.2.1 getName() [1/2]

```
def readWorkflow.objGlyphParameters.getName (
              self )
```

6.7.2.2 getName() [2/2]

```
def readWorkflow.objGlyphParameters.getName (
              self )
```

6.7.2.3 getValue() [1/2]

```
def readWorkflow.objGlyphParameters.getValue (
              self )
```

6.7.2.4 getValue() [2/2]

```
def readWorkflow.objGlyphParameters.getValue (
              self )
```

6.7.3 Member Data Documentation

6.7.3.1 name

```
readWorkflow.objGlyphParameters.name
```

6.7.3.2 value

```
readWorkflow.objGlyphParameters.value
```

The documentation for this class was generated from the following file:

- interpreter/readWorkflow.py

6.8 vgl_lib.opencl_context.opencl_context Class Reference

Public Member Functions

- def __init__ (self, device_type)
- def is_kernel_compiled (self, method_name)
- def get_compiled_kernel (self, filepath, kernelname)
- def get_vglCLContext_attributes (self)
- def load_headers (self, filepath)
- def getDir (self, filePath)
- def get_queue (self)
- def get_context (self)
- def get_build_options (self)

Public Attributes

- platforms
- devs
- platform
- device
- ctx
- queue
- programs
- kernel_file
- build_options
- pgr

6.8.1 Detailed Description

```
THIS CLASS MANAGES THE PyOpenCL INICIAL INSTANCIATION AND
THE SYSTEM'S DEVICES AND ITS PROPERTIES (LIKE CONTEXT AND QUEUE).
IT ALSO LOAD THE HEADERS AND CONSTANTS NEEDED TO COMPILE THE KERNELS.
```

6.8.2 Constructor & Destructor Documentation

6.8.2.1 __init__()

```
def vgl_lib.opencl_context.opencl_context.__init__ (
              self,
              device_type )
```

6.8.3 Member Function Documentation

6.8.3.1 get_build_options()

```
def vgl_lib.opencl_context.opencl_context.get_build_options (
              self )
```

6.8.3.2 get_compiled_kernel()

```
def vgl_lib.opencl_context.opencl_context.get_compiled_kernel (
              self,
              filepath,
              kernelname )
```

6.8.3.3 get_context()

```
def vgl_lib.opencl_context.opencl_context.get_context (
              self )
```

6.8.3.4 get_queue()

```
def vgl_lib.opencl_context.opencl_context.get_queue (
              self )
```

6.8.3.5 get_vglClContext_attributes()

```
def vgl_lib.opencl_context.opencl_context.get_vglClContext_attributes (
              self )
```

6.8.3.6 getDir()

```
def vgl_lib.opencl_context.opencl_context.getDir (
              self,
              filePath )
```

6.8.3.7 is_kernel_compiled()

```
def vgl_lib.opencl_context.opencl_context.is_kernel_compiled (
              self,
              method_name )
```

6.8.3.8 load_headers()

```
def vgl_lib.opencl_context.opencl_context.load_headers (
              self,
              filepath )
```

6.8.4 Member Data Documentation

6.8.4.1 build_options

```
vgl_lib.opencl_context.opencl_context.build_options
```

6.8.4.2 ctx

```
vgl_lib.opencl_context.opencl_context.ctx
```

6.8.4.3 device

```
vgl_lib.opencl_context.opencl_context.device
```

6.8.4.4 devs

vgl_lib.opencl_context.opencl_context.devs

6.8.4.5 kernel_file

vgl_lib.opencl_context.opencl_context.kernel_file

6.8.4.6 pgr

vgl_lib.opencl_context.opencl_context.pgr

6.8.4.7 platform

vgl_lib.opencl_context.opencl_context.platform

6.8.4.8 platforms

vgl_lib.opencl_context.opencl_context.platforms

6.8.4.9 programs

vgl_lib.opencl_context.opencl_context.programs

6.8.4.10 queue

vgl_lib.opencl_context.opencl_context.queue

The documentation for this class was generated from the following file:

- vgl_lib/opencl_context.py

6.9 vgl_lib.struct_sizes.struct_sizes Class Reference

Public Member Functions

- def __init__ (self)
- def execute (self)
- def get_struct_sizes (self)

Public Attributes

- struct_sizes_host
- ocl_ctx
- kernel_run
- struct_sizes_device

6.9.1 Constructor & Destructor Documentation

6.9.1.1 __init__()

```
def vgl_lib.struct_sizes.struct_sizes.__init__ (
              self )
```

6.9.2 Member Function Documentation

6.9.2.1 execute()

```
def vgl_lib.struct_sizes.struct_sizes.execute (
              self )
```

6.9.2.2 get_struct_sizes()

```
def vgl_lib.struct_sizes.struct_sizes.get_struct_sizes (
              self )
```

6.9.3 Member Data Documentation

6.9.3.1 kernel_run

vgl_lib.struct_sizes.struct_sizes.kernel_run

6.9.3.2 ocl_ctx

vgl_lib.struct_sizes.struct_sizes.ocl_ctx

6.9.3.3 struct_sizes_device

vgl_lib.struct_sizes.struct_sizes.struct_sizes_device

6.9.3.4 struct_sizes_host

vgl_lib.struct_sizes.struct_sizes.struct_sizes_host

The documentation for this class was generated from the following file:

- vgl_lib/struct_sizes.py

6.10 vgl_lib.opencl_context.VglClContext Class Reference

Public Member Functions

- def __init__ (self, pl, dv, cn, cq)

Public Attributes

- platformId
- deviceId
- context
- commandQueue

6.10.1 Constructor & Destructor Documentation

6.10.1.1 __init__()

```
def vgl_lib.opencl_context.VglClContext.__init__ (
              self,
              pl,
              dv,
              cn,
              cq )
```

6.10.2 Member Data Documentation

6.10.2.1 commandQueue

```
vgl_lib.opencl_context.VglClContext.commandQueue
```

6.10.2.2 context

```
vgl_lib.opencl_context.VglClContext.context
```

6.10.2.3 deviceId

```
vgl_lib.opencl_context.VglClContext.deviceId
```

6.10.2.4 platformId

```
vgl_lib.opencl_context.VglClContext.platformId
```

The documentation for this class was generated from the following file:

- vgl_lib/opencl_context.py

6.11 vgl_lib.vglShape.VglClShape Class Reference

Inheritance diagram for vgl_lib.vglShape.VglClShape:

Collaboration diagram for vgl_lib.vglShape.VglClShape:

Public Member Functions

- def __init__ (self, ndim=0, size=0)

Public Attributes

- shape
- offset
- ndim
- size

6.11.1 Constructor & Destructor Documentation

6.11.1.1 __init__()

```
def vgl_lib.vglShape.VglClShape.__init__ (
              self,
              ndim = 0,
              size = 0 )
```

6.11.2 Member Data Documentation

6.11.2.1 ndim

```
vgl_lib.vglShape.VglClShape.ndim
```

6.11.2.2 offset

```
vgl_lib.vglShape.VglClShape.offset
```

6.11.2.3 shape

```
vgl_lib.vglShape.VglClShape.shape
```

6.11.2.4 size

vgl_lib.vglShape.VglClShape.size

The documentation for this class was generated from the following file:

- vgl_lib/vglShape.py

6.12 vgl_lib.vglStrEl.VglClStrEl Class Reference

Inheritance diagram for vgl_lib.vglStrEl.VglClStrEl:

Collaboration diagram for vgl_lib.vglStrEl.VglClStrEl:

Public Member Functions

- def __init__ (self, ndim=0, size=0)

Public Attributes

- data
- ndim
- shape
- offset
- size

6.12.1 Constructor & Destructor Documentation

6.12.1.1 __init__()

```
def vgl_lib.vglStrEl.VglClStrEl.__init__ (
              self,
              ndim = 0,
              size = 0 )
```

6.12.2 Member Data Documentation

6.12.2.1 data

vgl_lib.vglStrEl.VglClStrEl.data

6.12.2.2 ndim

vgl_lib.vglStrEl.VglClStrEl.ndim

6.12.2.3 offset

vgl_lib.vglStrEl.VglClStrEl.offset

6.12.2.4 shape

vgl_lib.vglStrEl.VglClStrEl.shape

6.12.2.5 size

vgl_lib.vglStrEl.VglClStrEl.size

The documentation for this class was generated from the following file:

- vgl_lib/vglStrEl.py

6.13 vgl_lib.vglImage.VglImage Class Reference

Inheritance diagram for vgl_lib.vglImage.VglImage:

Collaboration diagram for vgl_lib.vglImage.VglImage:

Public Member Functions

- def __init__ (self, imgPath="", depth=None, ndim=None, clForceAsBuf=None)
- def prinfInfo (self)
- def getVglShape (self)
- def set_oclPtr (self, img)
- def get_oclPtr (self)
- def get_ipl (self)
- def getNChannels (self)
- def getWidth (self)
- def getHeigth (self)
- def getLength (self)
- def getWidthIn (self)
- def getHeigthIn (self)
- def getNFrames (self)
- def getBitsPerSample (self)
- def getWidthStep (self)
- def getTotalRows (self)
- def getTotalSizeInBytes (self)

Public Attributes

- ipl
- ndim
- shape
- vglShape
- depth
- nChannels
- has_mipmap
- oclPtr
- clForceAsBuf
- inContext
- filename
- fbo
- tex
- cudaPtr
- cudaPbo

6.13.1 Constructor & Destructor Documentation

6.13.1.1 __init__()

```
def vgl_lib.vglImage.VglImage.__init__ (
              self,
              imgPath = "",
              depth = None,
              ndim = None,
              clForceAsBuf = None )
```

6.13.2 Member Function Documentation

6.13.2.1 get_ipl()

```
def vgl_lib.vglImage.VglImage.get_ipl (
              self )
```

6.13.2.2 get_oclPtr()

```
def vgl_lib.vglImage.VglImage.get_oclPtr (
              self )
```

6.13.2.3 getBitsPerSample()

```
def vgl_lib.vglImage.VglImage.getBitsPerSample (
              self )
```

6.13.2.4 getHeigth()

```
def vgl_lib.vglImage.VglImage.getHeigth (
              self )
```

6.13.2.5 getHeigthIn()

```
def vgl_lib.vglImage.VglImage.getHeigthIn (
              self )
```

6.13.2.6 getLength()

```
def vgl_lib.vglImage.VglImage.getLength (
              self )
```

6.13.2.7 getNChannels()

```
def vgl_lib.vglImage.VglImage.getNChannels (
              self )
```

6.13.2.8 getNFrames()

```
def vgl_lib.vglImage.VglImage.getNFrames (
              self )
```

6.13.2.9 getTotalRows()

```
def vgl_lib.vglImage.VglImage.getTotalRows (
              self )
```

6.13.2.10 getTotalSizeInBytes()

```
def vgl_lib.vglImage.VglImage.getTotalSizeInBytes (
              self )
```

6.13.2.11 getVglShape()

```
def vgl_lib.vglImage.VglImage.getVglShape (
              self )
```

6.13.2.12 getWidth()

```
def vgl_lib.vglImage.VglImage.getWidth (
              self )
```

6.13.2.13 getWidthIn()

```
def vgl_lib.vglImage.VglImage.getWidthIn (
              self )
```

6.13.2.14 getWidthStep()

```
def vgl_lib.vglImage.VglImage.getWidthStep (
              self )
```

6.13.2.15 prinfInfo()

```
def vgl_lib.vglImage.VglImage.prinfInfo (
              self )
```

6.13.2.16 set_oclPtr()

```
def vgl_lib.vglImage.VglImage.set_oclPtr (
              self,
              img )
```

6.13.3 Member Data Documentation

6.13.3.1 clForceAsBuf

vgl_lib.vglImage.VglImage.clForceAsBuf

6.13.3.2 cudaPbo

vgl_lib.vglImage.VglImage.cudaPbo

6.13.3.3 cudaPtr

vgl_lib.vglImage.VglImage.cudaPtr

6.13.3.4 depth

vgl_lib.vglImage.VglImage.depth

6.13.3.5 fbo

vgl_lib.vglImage.VglImage.fbo

6.13.3.6 filename

vgl_lib.vglImage.VglImage.filename

6.13.3.7 has_mipmap

vgl_lib.vglImage.VglImage.has_mipmap

6.13.3.8 inContext

vgl_lib.vglImage.VglImage.inContext

6.13.3.9 ipl

vgl_lib.vglImage.VglImage.ipl

6.13.3.10 nChannels

vgl_lib.vglImage.VglImage.nChannels

6.13.3.11 ndim

vgl_lib.vglImage.VglImage.ndim

6.13.3.12 oclPtr

vgl_lib.vglImage.VglImage.oclPtr

6.13.3.13 shape

vgl_lib.vglImage.VglImage.shape

6.13.3.14 tex

vgl_lib.vglImage.VglImage.tex

6.13.3.15 vglShape

`vgl_lib.vglImage.VglImage.vglShape`

The documentation for this class was generated from the following file:

- vgl_lib/vglImage.py

6.14 vgl_lib.vglShape.VglShape Class Reference

Inheritance diagram for vgl_lib.vglShape.VglShape:

Collaboration diagram for vgl_lib.vglShape.VglShape:

Public Member Functions

- def __init__ (self)
- def printInfo (self, msg="")
- def vglCreateShape (self, shape, ndim, bps=8)
- def constructorFromVglShape (self, vglShape)
- def constructorFromShapeNdimBps (self, shape, ndim, bps=8)
- def constructor1DShape (self, w, h)
- def constructor2DShape (self, nChannels, w, h)
- def constructor3DShape (self, nChannels, w, h, d3)
- def getIndexFromCoord (self, coord)
- def getCoordFromIndex (self, index, coord)
- def getNdim (self)
- def getShape (self)
- def getOffset (self)
- def getSize (self)
- def getBps (self)
- def getNpixels (self)
- def getNChannels (self)
- def getWidth (self)
- def getHeigth (self)
- def getLength (self)
- def getWidthIn (self)
- def getHeigthIn (self)
- def getNFrames (self)
- def findBitsPerSample (self, depht)
- def findWidthStep (self, bps, width, nChannels)
- def asVglClShape (self)
- def get_asVglClShape_buffer (self)
- def copy_into_byte_array (self, value, byte_array, offset)

Public Attributes

- ndim
- shape
- offset
- size
- bps

6.14.1 Detailed Description

```
ndim
    1D Images: is treated as 2D Image
    2D Images: is 2
    3D Images: is 3
shape
    2D Images:
        [0] Image channels (RGB=3, RGBA=4, GreyScale=1)
        [1] Image width
        [2] Image heigth
    3D Images:
        [0] Image Channels (RGB=3, RGBA=4, GreyScale=1)
        [1] Image width
        [2] Image heigth
        [3] Image depht
bps
    All Images:
        bits per sample. it defaults to 8.

UNIMPLEMENTED:
print methods ( print(String:msg) and printInfo() )
```

6.14.2 Constructor & Destructor Documentation

6.14.2.1 __init__()

```
def vgl_lib.vglShape.VglShape.__init__ (
              self )
```

6.14.3 Member Function Documentation

6.14.3.1 asVglClShape()

```
def vgl_lib.vglShape.VglShape.asVglClShape (
              self )
```

6.14.3.2 constructor1DShape()

```
def vgl_lib.vglShape.VglShape.constructor1DShape (
              self,
              w,
              h )
```

6.14.3.3 constructor2DShape()

```
def vgl_lib.vglShape.VglShape.constructor2DShape (
              self,
              nChannels,
              w,
              h )
```

6.14.3.4 constructor3DShape()

```
def vgl_lib.vglShape.VglShape.constructor3DShape (
              self,
              nChannels,
              w,
              h,
              d3 )
```

6.14.3.5 constructorFromShapeNdimBps()

```
def vgl_lib.vglShape.VglShape.constructorFromShapeNdimBps (
              self,
              shape,
              ndim,
              bps = 8 )
```

6.14.3.6 constructorFromVglShape()

```
def vgl_lib.vglShape.VglShape.constructorFromVglShape (
              self,
              vglShape )
```

6.14.3.7 copy_into_byte_array()

```
def vgl_lib.vglShape.VglShape.copy_into_byte_array (
              self,
              value,
              byte_array,
              offset )
```

6.14.3.8 findBitsPerSample()

```
def vgl_lib.vglShape.VglShape.findBitsPerSample (
              self,
              depht )
```

6.14.3.9 findWidthStep()

```
def vgl_lib.vglShape.VglShape.findWidthStep (
              self,
              bps,
              width,
              nChannels )
```

6.14.3.10 get_asVglClShape_buffer()

```
def vgl_lib.vglShape.VglShape.get_asVglClShape_buffer (
              self )
```

6.14.3.11 getBps()

```
def vgl_lib.vglShape.VglShape.getBps (
              self )
```

6.14.3.12 getCoordFromIndex()

```
def vgl_lib.vglShape.VglShape.getCoordFromIndex (
              self,
              index,
              coord )
```

6.14.3.13 getHeigth()

```
def vgl_lib.vglShape.VglShape.getHeigth (
              self )
```

6.14.3.14 getHeigthIn()

```
def vgl_lib.vglShape.VglShape.getHeigthIn (
              self )
```

6.14.3.15 getIndexFromCoord()

```
def vgl_lib.vglShape.VglShape.getIndexFromCoord (
              self,
              coord )
```

6.14.3.16 getLength()

```
def vgl_lib.vglShape.VglShape.getLength (
              self )
```

6.14.3.17 getNChannels()

```
def vgl_lib.vglShape.VglShape.getNChannels (
              self )
```

6.14.3.18 getNdim()

```
def vgl_lib.vglShape.VglShape.getNdim (
              self )
```

6.14.3.19 getNFrames()

```
def vgl_lib.vglShape.VglShape.getNFrames (
              self )
```

6.14.3.20 getNpixels()

```
def vgl_lib.vglShape.VglShape.getNpixels (
              self )
```

6.14.3.21 getOffset()

```
def vgl_lib.vglShape.VglShape.getOffset (
              self )
```

6.14.3.22 getShape()

```
def vgl_lib.vglShape.VglShape.getShape (
              self )
```

6.14.3.23 getSize()

```
def vgl_lib.vglShape.VglShape.getSize (
              self )
```

6.14.3.24 getWidth()

```
def vgl_lib.vglShape.VglShape.getWidth (
              self )
```

6.14.3.25 getWidthIn()

```
def vgl_lib.vglShape.VglShape.getWidthIn (
              self )
```

6.14.3.26 printInfo()

```
def vgl_lib.vglShape.VglShape.printInfo (
              self,
              msg = "" )
```

6.14.3.27 vglCreateShape()

```
def vgl_lib.vglShape.VglShape.vglCreateShape (
              self,
              shape,
              ndim,
              bps = 8 )
```

6.14.4 Member Data Documentation

6.14.4.1 bps

vgl_lib.vglShape.VglShape.bps

6.14.4.2 ndim

vgl_lib.vglShape.VglShape.ndim

6.14.4.3 offset

vgl_lib.vglShape.VglShape.offset

6.14.4.4 shape

vgl_lib.vglShape.VglShape.shape

6.14.4.5 size

vgl_lib.vglShape.VglShape.size

The documentation for this class was generated from the following file:

- vgl_lib/vglShape.py

6.15 vgl_lib.vglStrEl.VglStrEl Class Reference

Inheritance diagram for vgl_lib.vglStrEl.VglStrEl:

Collaboration diagram for vgl_lib.vglStrEl.VglStrEl:

Public Member Functions

- def __init__ (self)
- def VglCreateStrEl (self, data, vglShape)
- def constructorFromDataVglShape (self, data, vglShape)
- def constructorFromTypeNdim (self, Type, ndim)
- def getData (self)
- def getSize (self)
- def getNpixels (self)
- def getNdim (self)
- def getShape (self)
- def getOffset (self)
- def asVglClStrEl (self)
- def get_asVglClStrEl_buffer (self)
- def copy_into_byte_array (self, value, byte_array, offset)

Public Attributes

- vglShape
- data

6.15.1 Constructor & Destructor Documentation

6.15.1.1 __init__()

```
def vgl_lib.vglStrEl.VglStrEl.__init__ (
              self )
```

6.15.2 Member Function Documentation

6.15.2.1 asVglClStrEl()

```
def vgl_lib.vglStrEl.VglStrEl.asVglClStrEl (
              self )
```

6.15.2.2 constructorFromDataVglShape()

```
def vgl_lib.vglStrEl.VglStrEl.constructorFromDataVglShape (
              self,
              data,
              vglShape )
```

6.15.2.3 constructorFromTypeNdim()

```
def vgl_lib.vglStrEl.VglStrEl.constructorFromTypeNdim (
              self,
              Type,
              ndim )
```

6.15.2.4 copy_into_byte_array()

```
def vgl_lib.vglStrEl.VglStrEl.copy_into_byte_array (
              self,
              value,
              byte_array,
              offset )
```

6.15.2.5 get_asVglClStrEl_buffer()

```
def vgl_lib.vglStrEl.VglStrEl.get_asVglClStrEl_buffer (
              self )
```

6.15.2.6 getData()

```
def vgl_lib.vglStrEl.VglStrEl.getData (
              self )
```

6.15.2.7 getNdim()

```
def vgl_lib.vglStrEl.VglStrEl.getNdim (
              self )
```

6.15.2.8 getNpixels()

```
def vgl_lib.vglStrEl.VglStrEl.getNpixels (
              self )
```

6.15.2.9 getOffset()

```
def vgl_lib.vglStrEl.VglStrEl.getOffset (
              self )
```

6.15.2.10 getShape()

```
def vgl_lib.vglStrEl.VglStrEl.getShape (
              self )
```

6.15.2.11 getSize()

```
def vgl_lib.vglStrEl.VglStrEl.getSize (
              self )
```

6.15.2.12 VglCreateStrEl()

```
def vgl_lib.vglStrEl.VglStrEl.VglCreateStrEl (
              self,
              data,
              vglShape )
```

6.15.3 Member Data Documentation

6.15.3.1 data

```
vgl_lib.vglStrEl.VglStrEl.data
```

6.15.3.2 vglShape

```
vgl_lib.vglStrEl.VglStrEl.vglShape
```

The documentation for this class was generated from the following file:

- vgl_lib/vglStrEl.py

Chapter 7

File Documentation

7.1 interpreter/execWorkflow.py File Reference

Namespaces

- execWorkflow

Functions

- def execWorkflow.GlyphExecutedUpdate (GlyphExecutedUpdate_Glyph_Id, GlyphExecutedUpdate_image)
- def execWorkflow.imshow (im)
- def execWorkflow.tratnum (num)

Variables

- int execWorkflow.nSteps = 1
- string execWorkflow.msg = ""
- execWorkflow.CPU = cl.device_type.CPU
- execWorkflow.GPU = cl.device_type.GPU
- float execWorkflow.total = 0.0
- execWorkflow.vglLoadImage_img_in_path = vGlyph.lst_par[0].getValue()
- execWorkflow.vglLoadImage_img_input = vl.VglImage(vglLoadImage_img_in_path, None, vl.VGL_IMAGE↩ _2D_IMAGE(), vl.IMAGE_ND_ARRAY())
- execWorkflow.vglCreateImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img')
- execWorkflow.vglCreateImage_RETVAL = vl.create_blank_image_as(vglCreateImage_img_input)
- execWorkflow.vglClBlurSq3_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClBlurSq3_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.t0 = datetime.now()
- execWorkflow.t1 = datetime.now()
- execWorkflow.t = t1 - t0
- tuple execWorkflow.media = (t.total_seconds() ∗ 1000) / nSteps
- execWorkflow.vglCl3dBlurSq3_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglCl3dBlurSq3_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglCl3dErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')

- execWorkflow.vglCl3dErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClNErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClNErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.Erode_buffer = vl.create_blank_image_as(vglClNErode_img_input)
- execWorkflow.diff = t1 - t0
- execWorkflow.vglClNdErode_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')

  print(vglShape.getShape())
- execWorkflow.vglClNdErode_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglShape_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglShape = vl.VglShape()
- execWorkflow.size
- execWorkflow.window = vl.VglStrEl()

  CASO DO TYPE.
- dictionary execWorkflow.kernel_type_map
- execWorkflow.input = vGlyph.lst_par[0].getValue().strip().lower()
- execWorkflow.type = None
- execWorkflow.str_list = vGlyph.lst_par[0].getValue()
- execWorkflow.data = np.array(str_list, dtype=np.float32)
- execWorkflow.vglClNdDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClNdDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClNdConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClNdConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglCl3dConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglCl3dConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClNConvolution_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClNConvolution_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.Conv_buffer = vl.create_blank_image_as(vglClNConvolution_img_input)
- execWorkflow.vglClDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglCl3dDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglCl3dDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClNDilate_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClNDilate_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.Dilate_buffer = vl.create_blank_image_as(vglClNDilate_img_input)
- execWorkflow.vglClThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- execWorkflow.vglClThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- tuple execWorkflow.med = (diff.total_seconds() ∗ 1000) / nSteps
- execWorkflow.vglCl3dThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- execWorkflow.vglCl3dThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- execWorkflow.vglClNdThreshold_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- execWorkflow.vglClNdThreshold_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- execWorkflow.vglClSwapRgb_img_input = getImageInputByIdName(vGlyph.glyph_id, 'src')
- execWorkflow.vglClSwapRgb_img_output = getImageInputByIdName(vGlyph.glyph_id, 'dst')
- execWorkflow.vglClRgb2Gray_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClRgb2Gray_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClInvert_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClInvert_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClSub_img_input1 = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
- execWorkflow.vglClSub_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.vglClSub_img_input2 = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
- execWorkflow.vglClMin_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClMin_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')

- execWorkflow.vglClSum_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.vglClSum_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.Closing_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.Closing_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.Closing_buffer = vl.create_blank_image_as(Closing_img_input)
- execWorkflow.Rec_img_input = getImageInputByIdName(vGlyph.glyph_id, 'img_input')
- execWorkflow.Rec_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.n_pixel = np.uint32(vGlyph.lst_par[0].getValue())
- def execWorkflow.elemento = tratnum(vGlyph.lst_par[0].getValue())
- execWorkflow.x = np.uint32(vGlyph.lst_par[1].getValue())
- execWorkflow.y = np.uint32(vGlyph.lst_par[2].getValue())
- execWorkflow.Rec_imt1 = vl.create_blank_image_as(Rec_img_input)
- execWorkflow.Rec_buffer = vl.create_blank_image_as(Rec_img_input)
- int execWorkflow.result = 0
- int execWorkflow.count = 0
- execWorkflow.initial_value = int(vGlyph.lst_par[0].getValue())

  CONTROL.
- execWorkflow.final_value = int(vGlyph.lst_par[1].getValue())
- execWorkflow.increment = int(vGlyph.lst_par[2].getValue())
- execWorkflow.merge_img_input1 = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
- execWorkflow.merge_img_input2 = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
- execWorkflow.merge_img_output = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.tinput = getImageInputByIdName(vGlyph.glyph_id, 'img_input1')
- execWorkflow.trinput = getImageInputByIdName(vGlyph.glyph_id, 'img_input2')
- execWorkflow.toutput = getImageInputByIdName(vGlyph.glyph_id, 'img_output')
- execWorkflow.ShowImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'image')
- execWorkflow.ShowImage_img_ndarray = VglImage.get_ipl(ShowImage_img_input)
- execWorkflow.vglSaveImage_img_input = getImageInputByIdName(vGlyph.glyph_id, 'image')
- execWorkflow.vpath = vGlyph.lst_par[0].getValue()
- execWorkflow.file
- string execWorkflow.msg1 = "Valor total do tempo médio: "+str(total)

7.2 execWorkflow.py File Reference

Namespaces

- execWorkflow

Functions

- def execWorkflow.GlyphExecutedUpdate (GlyphExecutedUpdate_Glyph_Id, GlyphExecutedUpdate_image)
- def execWorkflow.imshow (im)
- def execWorkflow.tratnum (num)

7.3 interpreter/readWorkflow.py File Reference

Classes

- class readWorkflow.Error
- class readWorkflow.objGlyph
- class readWorkflow.objGlyphParameters
- class readWorkflow.objGlyphInput
- class readWorkflow.objGlyphOutput
- class readWorkflow.objConnection
- class readWorkflow.objConnectionPar

Namespaces

- readWorkflow

Functions

- def readWorkflow.procCreateGlyphInOut ()
- def readWorkflow.procCreateGlyphPar (procCreateGlyphPar_vGlyph, procCreateGlyphPar_vParameters, procCreateGlyphPar_count)
- def readWorkflow.procCreateGlyph (procCreateGlyph_contentGly, procCreateGlyph_count)
- def readWorkflow.setGlyphInputReadyByIdOut (setGlyphInputReadyByIdOut_vOutputGlyph_id)
- def readWorkflow.setGlyphDoneId (setGlyphDoneId_vGlyphIdUpd)
- def readWorkflow.setGlyphInputReady (setGlyphInputReady_vPar_glyph_id, setGlyphInputReady_vPar_↩ name)
- def readWorkflow.getOutputConnection (getOutputConnection_vGlyph_IdOutput)
- def readWorkflow.getOutputConnectionByIdName (getOutputConnectionByIdName_vGlyph_idInput, get↩ OutputConnectionByIdName_vNameParInput)
- def readWorkflow.setImageConnectionByOutputId (setImageConnectionByOutputId_vGlyph_OutputId, set↩ ImageConnectionByOutputId_img)
- def readWorkflow.getImageInputByIdName (getImageInputByIdName_vGlyph_idInput, getImageInputById↩ Name_vNameParInput)
- def readWorkflow.addInputConnection (addInputConnection_vConnOutput, addInputConnection_vinput_↩ Glyph_ID, addInputConnection_vinput_varname)
- def readWorkflow.procCreateConnection (procCreateConnection_voutput_Glyph_ID, procCreateConnection↩ _voutput_varname, procCreateConnection_vinput_Glyph_ID, procCreateConnection_vinput_varname)
- def readWorkflow.fileRead (lstGlyph, lstConnection)

Variables

- list readWorkflow.lstGlyph = [ ]
- list readWorkflow.lstGlyphPar = [ ]
- list readWorkflow.lstConnection = [ ]
- list readWorkflow.lstConnectionInput = [ ]
- list readWorkflow.lstGlyphIn = [ ]
- list readWorkflow.lstGlyphOut = [ ]
- readWorkflow.vfile = sys.argv[1]
- readWorkflow.vGlyph = objGlyph
- readWorkflow.vGlyphPar = objGlyphParameters
- readWorkflow.vGlyphIn = objGlyphInput
- readWorkflow.vGlyphOut = objGlyphOutput
- readWorkflow.vConnection = objConnection
- readWorkflow.vConnectionOutput = objConnectionPar

7.4 readWorkflow.py File Reference

Classes

- class readWorkflow.Error
- class readWorkflow.objGlyph
- class readWorkflow.objGlyphParameters
- class readWorkflow.objGlyphInput
- class readWorkflow.objGlyphOutput
- class readWorkflow.objConnection
- class readWorkflow.objConnectionPar

Namespaces

- readWorkflow

Functions

- def readWorkflow.procCreateGlyphInOut ()
- def readWorkflow.procCreateGlyphPar (procCreateGlyphPar_vGlyph, procCreateGlyphPar_vParameters, procCreateGlyphPar_count)
- def readWorkflow.procCreateGlyph (procCreateGlyph_contentGly, procCreateGlyph_count)
- def readWorkflow.setGlyphInputReadyByIdOut (setGlyphInputReadyByIdOut_vOutputGlyph_id)
- def readWorkflow.setGlyphDoneId (setGlyphDoneId_vGlyphIdUpd)
- def readWorkflow.setGlyphInputReady (setGlyphInputReady_vPar_glyph_id, setGlyphInputReady_vPar_↩ name)
- def readWorkflow.getOutputConnection (getOutputConnection_vGlyph_IdOutput)
- def readWorkflow.getOutputConnectionByIdName (getOutputConnectionByIdName_vGlyph_idInput, get↩ OutputConnectionByIdName_vNameParInput)
- def readWorkflow.setImageConnectionByOutputId (setImageConnectionByOutputId_vGlyph_OutputId, set↩ ImageConnectionByOutputId_img)
- def readWorkflow.getImageInputByIdName (getImageInputByIdName_vGlyph_idInput, getImageInputById↩ Name_vNameParInput)
- def readWorkflow.addInputConnection (addInputConnection_vConnOutput, addInputConnection_vinput_↩ Glyph_ID, addInputConnection_vinput_varname)
- def readWorkflow.procCreateConnection (procCreateConnection_voutput_Glyph_ID, procCreateConnection↩ _voutput_varname, procCreateConnection_vinput_Glyph_ID, procCreateConnection_vinput_varname)
- def readWorkflow.fileRead (lstGlyph, lstConnection)

7.5 vgl_lib/__init__.py File Reference

Namespaces

- vgl_lib

7.6 vgl_lib/opencl_context.py File Reference

Classes

- class vgl_lib.opencl_context.VglClContext
- class vgl_lib.opencl_context.opencl_context

Namespaces

- vgl_lib.opencl_context

7.7 vgl_lib/struct_sizes.py File Reference

Classes

- class vgl_lib.struct_sizes.struct_sizes

Namespaces

- vgl_lib.struct_sizes

7.8 vgl_lib/vglClImage.py File Reference

Namespaces

- vgl_lib.vglClImage

Functions

- def vgl_lib.vglClImage.vglClInit (device_type=2, ocl_context_a=None, ss_a=None, bin_image_pack_size_↩ a=None)
- def vgl_lib.vglClImage.vglClUpload (img)
- def vgl_lib.vglClImage.vglClDownload (img)
- def vgl_lib.vglClImage.vglClImageUpload (img)
- def vgl_lib.vglClImage.vglClImageDownload (img)
- def vgl_lib.vglClImage.vglClNdImageUpload (img)
- def vgl_lib.vglClImage.vglClNdImageDownload (img)
- def vgl_lib.vglClImage.vglClCheckError (error, name)
- def vgl_lib.vglClImage.get_bin_image_pack_size ()
- def vgl_lib.vglClImage.get_ocl ()
- def vgl_lib.vglClImage.get_ocl_context ()
- def vgl_lib.vglClImage.set_ocl (ctx)
- def vgl_lib.vglClImage.get_struct_sizes ()
- def vgl_lib.vglClImage.cl_channel_type (img)
- def vgl_lib.vglClImage.cl_channel_order (img)
- def vgl_lib.vglClImage.get_similar_oclPtr_object (img, nChannels=None)
- def vgl_lib.vglClImage.create_blank_image_as (img)
- def vgl_lib.vglClImage.create_blank_image_as_gray (img)
- def vgl_lib.vglClImage.get_vglstrel_opencl_buffer (strel)
- def vgl_lib.vglClImage.get_vglshape_opencl_buffer (shape)

Variables

- vgl_lib.vglClImage.ocl = None
- vgl_lib.vglClImage.ocl_context = None
- vgl_lib.vglClImage.struct_sizes = None
- vgl_lib.vglClImage.bin_image_pack_size = None

7.9 vgl_lib/vglClUtil.py File Reference

Namespaces

- vgl_lib.vglClUtil

Functions

- def vgl_lib.vglCIUtil.vglClEqual1 (img_input, img_output)
- def vgl_lib.vglCIUtil.vglClEqual (img_input1, img_input2)

7.10 vgl_lib/vglConst.py File Reference

Namespaces

- vgl_lib.vglConst

Functions

- def vgl_lib.vglConst.VGL_WIN_X0 ()
- def vgl_lib.vglConst.VGL_WIN_X1 ()
- def vgl_lib.vglConst.VGL_WIN_DX ()
- def vgl_lib.vglConst.VGL_WIN_Y0 ()
- def vgl_lib.vglConst.VGL_WIN_Y1 ()
- def vgl_lib.vglConst.VGL_WIN_DY ()
- def vgl_lib.vglConst.VGL_MIN_WINDOW_SPLIT ()
- def vgl_lib.vglConst.VGL_DEFAULT_WINDOW_SPLIT ()
- def vgl_lib.vglConst.VGL_MAX_WINDOW_SPLIT ()
- def vgl_lib.vglConst.VGL_MAX_WINDOWS ()
- def vgl_lib.vglConst.IPL_DEPTH_1U ()
- def vgl_lib.vglConst.VGL_SHAPE_NCHANNELS ()
- def vgl_lib.vglConst.VGL_SHAPE_WIDTH ()
- def vgl_lib.vglConst.VGL_SHAPE_HEIGTH ()
- def vgl_lib.vglConst.VGL_SHAPE_LENGTH ()
- def vgl_lib.vglConst.VGL_4D ()
- def vgl_lib.vglConst.VGL_MAX_DIM ()
- def vgl_lib.vglConst.VGL_ARR_SHAPE_SIZE ()
- def vgl_lib.vglConst.VGL_SHAPE_D0 ()
- def vgl_lib.vglConst.VGL_SHAPE_D1 ()
- def vgl_lib.vglConst.VGL_SHAPE_D2 ()
- def vgl_lib.vglConst.VGL_SHAPE_D3 ()
- def vgl_lib.vglConst.VGL_SHAPE_D4 ()
- def vgl_lib.vglConst.VGL_ARR_CLSTREL_SIZE ()
- def vgl_lib.vglConst.VGL_STREL_CUBE ()
- def vgl_lib.vglConst.VGL_STREL_CROSS ()
- def vgl_lib.vglConst.VGL_STREL_GAUSS ()
- def vgl_lib.vglConst.VGL_STREL_MEAN ()
- def vgl_lib.vglConst.VGL_IMAGE_3D_IMAGE ()
- def vgl_lib.vglConst.VGL_IMAGE_2D_IMAGE ()
- def vgl_lib.vglConst.VGL_BLANK_CONTEXT ()
- def vgl_lib.vglConst.VGL_RAM_CONTEXT ()
- def vgl_lib.vglConst.VGL_GL_CONTEXT ()
- def vgl_lib.vglConst.VGL_CUDA_CONTEXT ()
- def vgl_lib.vglConst.VGL_CL_CONTEXT ()
- def vgl_lib.vglConst.VGL_ERROR ()
- def vgl_lib.vglConst.IMAGE_CL_OBJECT ()
- def vgl_lib.vglConst.IMAGE_ND_ARRAY ()

- def vgl_lib.vglConst.vglClErrorMessages ()
- def vgl_lib.vglConst.CL_SUCCESS ()
- def vgl_lib.vglConst.CL_MIN_ERROR ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BITS_8 ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES_8 ()
- def vgl_lib.vglConst.VGL_PACK_MAX_UINT_8 ()
- def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE_8 ()
- def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE_8 ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK_8 ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK_8 ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BITS_32 ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES_32 ()
- def vgl_lib.vglConst.VGL_PACK_MAX_UINT_32 ()
- def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE_32 ()
- def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE_32 ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK_32 ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK_32 ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BITS_64 ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES_64 ()
- def vgl_lib.vglConst.VGL_PACK_MAX_UINT_64 ()
- def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE_64 ()
- def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE_64 ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK_64 ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK_64 ()
- def vgl_lib.vglConst.PACK_SIZE_8 ()
- def vgl_lib.vglConst.PACK_SIZE_32 ()
- def vgl_lib.vglConst.PACK_SIZE_64 ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BITS ()
- def vgl_lib.vglConst.VGL_PACK_SIZE_BYTES ()
- def vgl_lib.vglConst.VGL_PACK_MAX_UINT ()
- def vgl_lib.vglConst.VGL_PACK_CL_CONST_TYPE ()
- def vgl_lib.vglConst.VGL_PACK_CL_SHADER_TYPE ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_SWAP_MASK ()
- def vgl_lib.vglConst.VGL_PACK_OUTPUT_DIRECT_MASK ()

7.11 vgl_lib/vglContext.py File Reference

Namespaces

- vgl_lib.vglContext

Functions

- def vgl_lib.vglContext.vglIsContextValid (x)
- def vgl_lib.vglContext.vglIsContextUnique (x)
- def vgl_lib.vglContext.vglIsInContext (img, x)
- def vgl_lib.vglContext.vglAddContext (img, context)
- def vgl_lib.vglContext.vglSetContext (img, context)
- def vgl_lib.vglContext.vglCheckContext (img, context)
- def vgl_lib.vglContext.vglCheckContextForOutput (img, context)

7.12 vgl_lib/vglImage.py File Reference

Classes

- class vgl_lib.vglImage.VglImage

Namespaces

- vgl_lib.vglImage

Functions

- def vgl_lib.vglImage.iplFindBitsPerSample (depth)
- def vgl_lib.vglImage.iplFindWidthStep (depth, width, channels=1)
- def vgl_lib.vglImage.vglImage3To4Channels (img)
- def vgl_lib.vglImage.vglImage4To3Channels (img)
- def vgl_lib.vglImage.vglLoadImage (img, filename="")
- def vgl_lib.vglImage.vglSaveImage (filename, img)
- def vgl_lib.vglImage.create_vglShape (img)
- def vgl_lib.vglImage.rgb_to_rgba (img)
- def vgl_lib.vglImage.rgba_to_rgb (img)

7.13 vgl_lib/vglShape.py File Reference

Classes

- class vgl_lib.vglShape.VglClShape
- class vgl_lib.vglShape.VglShape

Namespaces

- vgl_lib.vglShape

7.14 vgl_lib/vglStrEl.py File Reference

Classes

- class vgl_lib.vglStrEl.VglClStrEl
- class vgl_lib.vglStrEl.VglStrEl

Namespaces

- vgl_lib.vglStrEl

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