Make sure run SetGLFW.bat file before build Project solution, if you made change of directory or first download.

Image will be loaded on OpenGL window after using command.

**Commands**

* add -i <file name> <file name> -o <file name>
* sub -i <file name> <file name> -o <file name>
* mul -i <file name> <file name> -o <file name>
* inv -i <file name> -o <file name>
* log -c <float> -b <float> -i <file name> -o <file name>
  + default c is 1
  + default b is 10
* pow -c <float> -gamma <float> -i <file name> -o <file name>
  + default c is 1
  + default gamma is 1
* histeq -i <file name> -o <file name>
* histmatch -i <file name> -s <file name> -o <file name>
  + s is target image
* sobel -i <file name> -o <file name>
* gblur -i <file name> -o <file name> -N <int> -sigma <float>
  + default N is 2
  + default sigma is 1
* unshrpmask -i <file name> -o <file name> -N <int> -sigma <float>
  + default N is 2
  + default sigma is 1
* resize -w <int> -h <int> -i <file name> -o <file name>
  + default w is 255
  + default h is 255
* load <file name>
* save <file name>
* end

default output is output.ppm.

You can use “curr” to input filename which will use currently loaded file on OpenGL window.

ex)

* add –i curr curr -o output.ppm
* inv –i curr -o output.ppm