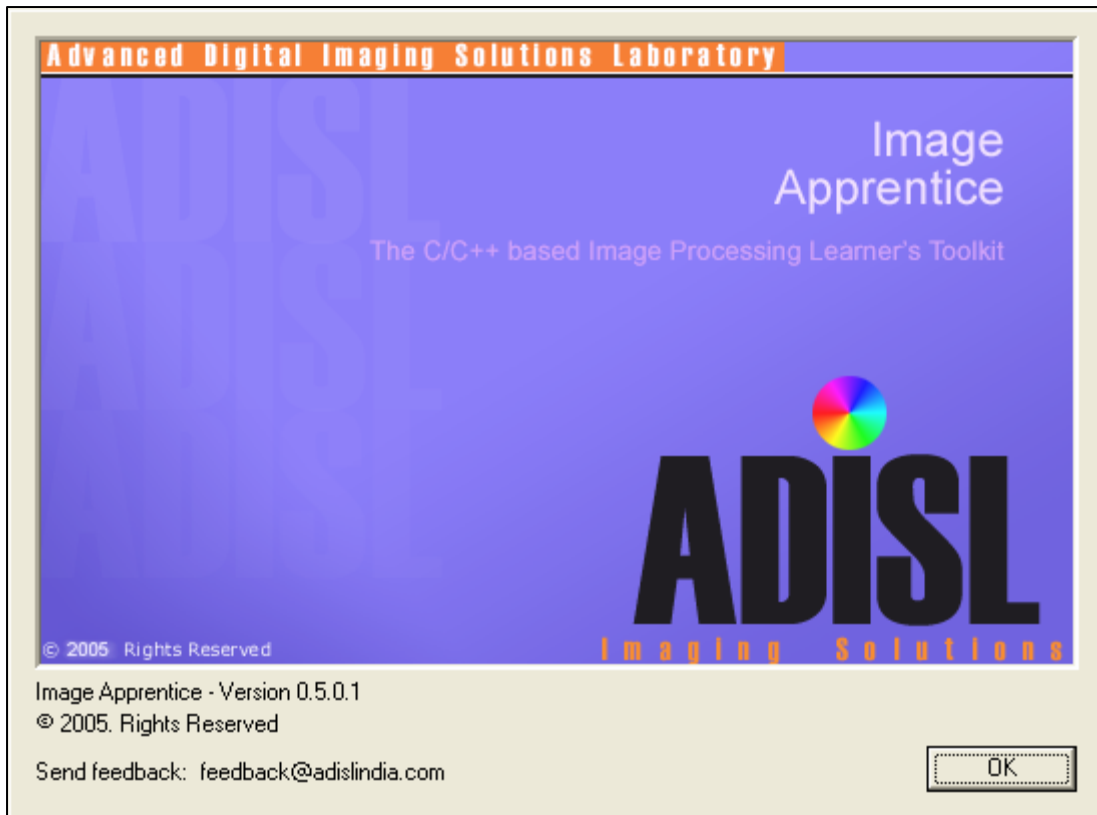


Frequently asked questions (FAQs) about using Image Apprentice



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Image Apprentice (Version 0.5.0.1)

Frequently asked questions (FAQs) about using Image Apprentice

Q: Hey, I am new to Digital Image Processing and I came to know of Image Apprentice. What exactly is it?

A: Image Apprentice is a C/C++ based Image Processing Learner's Toolkit. It allows you to test your self-written Image Processing algorithms in C/C++. Image Apprentice works on Windows XP (all versions). You can download it from: (<http://www.adislindia.com>)

Q: Good ..what else?

A: It can open JPEG (.jpg) and Windows Bitmap (.bmp) files for you and can save them too. It has capability to execute image processing 'plugins' written by users. It comes with a Plugin Development Kit in which you can write your algorithms using C or C++ in Visual C++ 6.0.

Q: Ahem.. how exactly does all this happen?

A: Suppose you have unzipped the downloaded file in a folder "C:\ImageApprentice" then Figure-1 shows how the folder structure is going to look:

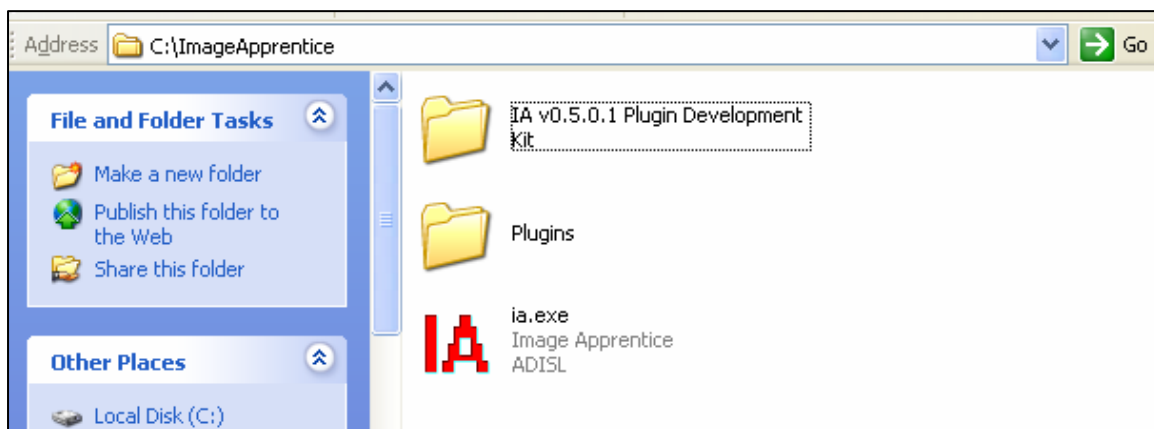


Figure-1

When you run "ia.exe" and open a .jpg or .bmp image using the menu File>>Open, Image Apprentice opens the image file and at the same time, automatically picks up all the compatible plugins (having a file-extension '.dll') that it finds in the directory "Plugins" and adds them to a menu titled 'Plugins' in its main Toolbar. By a simple click on that menu you can perform the corresponding operation and see it being reflected on the opened image.

Q: Hmm.. sounds interesting. So how do I start?

A: You may start by using the already provided samples in the base package. Currently, 2 sample plugins are provided, namely:

1. invert_color.dll (inverts the color of the operand image)
2. rgb.dll (increases/decreases the Red/Green/Blue component of the operand image)

For this you double click on "ia.exe" and open a jpeg/bmp image using File>>Open menu (Figure-2). You will see that a menu titled 'Plugins' has appeared in the main toolbar. Click on it and it expands showing sub-menus corresponding to the 2 plugins present in the "Plugins" folder (Figure-3). Click on a plugin of your choice and see how the operand image gets transformed.

Q: You know, I just did all that on one of my images and it works! But you said that I can write my own plugins. How?

A: Just go ahead and read 'Frequently asked questions (FAQs) about using Image Apprentice Plugin Development Kit'. Happy Learning!

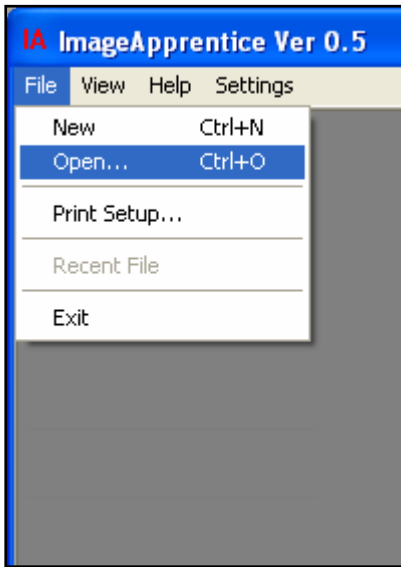


Figure-2

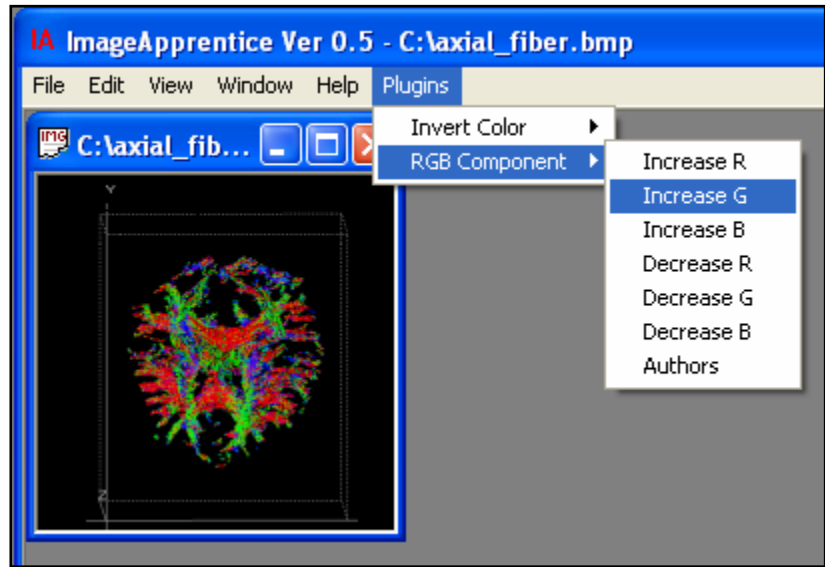


Figure-3