Subject: Re: Changing the order of true color images
Posted by ronn on Wed, 16 Jan 2002 13:17:58 GMT
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in article Z4T08.21077$WQ1.3331811@news6-win.server.ntlworld.com, Martin Downing at martin.downing@ntlworld.com wrote on 1/15/02 5:01 AM:

> Hi Ronn,
> Flipping an image in Y really is very trivial C code, but maybe if you are
> not used to image data it seems hard. I'll do it for 2d for
> you below, extending to 3d when pixel interleaved will be just a matter of
> setting sx = dim_x*3
>

In the interest of completeness here is the completed C example based on Martin's suggestion.

```
/*{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|*/

void flipY( char * image, int ndims, int sx, int sy)
{
int hy,i,j;
char tmp;

hy = sy/2;
if( ndims == 3) sx = sx*ndims;

for (j=0;j<hy;j++) {
   for( i=0; i<sx; i++){
      tmp = image[i+sx*j];
      image[i+sx*j] = image[sx*(sy-j-1)+i];
      image[sx*(sy-j-1)+i] = tmp;
   }
}
}

/*{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|{{:|*/
```

-Ronn

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Ronn Kling
KRS, inc.
email: ronn@rlkling.com
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