

Imagemagick

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ImageMagick is a cool toolkit; not only it's a complete set of command-line applications, ported to Windows, Mac and Linux, supporting hundreds of different image formats, it's also a C++ library that you can use in your own applications!

On Mac OS X, I installed it via MacPorts using the all-time classic:

```
sudo port install ImageMagick
```

Then I created a C++ command-line application with Xcode, set the header and library paths in the target properties (/opt/local/include/ImageMagick and /opt/local/lib in this case) and I was ready to code. The API documentation and the tutorial give some hints, and using those examples I've cooked a quick image transformation utility to play with:

```
#include <Magick++.h>

using Magick::Image;
using Magick::Geometry;
using Magick::Blob;

int main (int argc, char * const argv[])
{
    Blob blob;

    Image png;
    png.read("pic.png");
    png.write(&blob);

    Image jpg(blob);
    jpg.magick("jpg");
    jpg.zoom(Geometry(100, 200));
    jpg.write("newpic.jpg");

    Image tiff(blob);
    tiff.magick("tiff");
```

```
tiff.zoom(Geometry(3000, 84000));  
tiff.write("newpic.tiff");  
  
Image gif(blob);  
png.magick("pdf");  
png.write("newpic.pdf");  
  
return 0;  
}
```

Interesting stuff indeed! The API provides a complete set of “Photoshop-like” operations on images, which I plan to study further in the near future.