# LUG

Yeah!, ok :-(. Why a new library ?!.

Well, you know, too many programs are available for converting, showing and handle images. But ... what if you wanna integrate some of these facilities inside your programms ?.

With LUG you'll get read/write subroutines for the the most popular graphics file formats, viewers for the most common architectures and a lot of functions for digital image editing.

Supported File Formats:

- *gif*
- *heightfield (rayshade)*
- *jpeg*[*]
- *pbm/pgm/ppm*
- *pcx*
- *pix (alias)*
- *postscript*
- *raw/rgb*
- *rla (wavefront)*
- *rle*[*]
- *rgb (sgi)*[*]
- *targa*
- *tiff*[*]

Viewers:

- *hp9000*
- *pc*
- *sgi*
- *ibm r6000*
- *x11*
- *vfr (sgi)*

*Image editing*:

- *blur*
- *chroma*
- *convolve*
- *cut*
- *cut down # of colors*
  - *dithering*
  - *quantization*
  - *b&w*
  - *haltoning*
- *filtering*
  - *histogram equalization*
  - *median*
- *flip*
- *gamma correction*
- *resampling*
- *rgb <-> hsl*
- *rotate*
- *sharpen*
- *etc, ...*

LUG has been tested on sgi, hp9000, ibm r6000, intergraph, dec stations and pc[+] machines. It appears works fine :-).

You can get the sources from telva.ccu.uniovi.es (156.35.31.31): /uniovi/mathdept/src/liblug-1.0.tar.gz.

*[*] needs external libraries*
*[+] needs a 32bits compiler*