

Edge extraction package

Technical documentation

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Contents

README (G. Malandain)

1 ImageType

NAME

ImageType — Different type coding for images and buffers.

SYNOPSIS

```
#include <typedefs.h>

extern enum {} ImageType;
```

DESCRIPTION

Different type coding for images and buffers.

Possible values for an `enum {}` are as follows:

TYPE_UNKNOWN Unknown type.

UCHAR Unsigned char.

SCHAR Signed char.

USHORT Unsigned short int.

SSHORT Signed short int.

INT Signed int.

ULINT Unsigned long int.

FLOAT Float.

DOUBLE Double.

SEE ALSO

`bufferType(tex)`, `typeBoolean(tex)`

2 `bufferType`

NAME

`bufferType` — Different type coding for images and buffers.

SYNOPSIS

```
#include <typedefs.h>
```

```
extern enum {} bufferType;
```

DESCRIPTION

Different type coding for images and buffers.

Possible values for an `enum {}` are as follows:

TYPE_UNKNOWN Unknown type.

UCHAR Unsigned char.

SCHAR Signed char.

USHORT Unsigned short int.

SSHORT Signed short int.

INT Signed int.

ULINT Unsigned long int.

FLOAT Float.

DOUBLE Double.

SEE ALSO

`ImageType(tex)`, `typeBoolean(tex)`

3 typeBoolean

NAME

typeBoolean — Typedef Boolean

SYNOPSIS

```
#include <typedefs.h>
```

```
extern enum {} typeBoolean;
```

DESCRIPTION

Typedef Boolean.

Possible values for an `enum {}` are as follows: False, True

SEE ALSO

ImageType(tex), bufferType(tex)