
Subject: Re: Some new functions

Posted by [koldo](#) on Sat, 20 Nov 2010 23:05:45 GMT

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Just some more ...

```
byte BW(Color color) {  
    return byte(0.299*color.GetR() + 0.587*color.GetG() + 0.114*color.GetB());  
}
```

```
Image Rotate180(const Image& orig) {  
    Size sz = orig.GetSize();  
    ImageBuffer dest(sz);  
    for(int rw = 0; rw < sz.cy; rw++)  
        for(int cl = 0; cl < sz.cx; cl++)  
            dest[rw][cl] = orig[sz.cy - rw - 1][sz.cx - cl - 1];  
    return dest;  
}
```

```
Image GetRect(const Image& orig, const Rect &r) {  
    if(r.IsEmpty())  
        return Image();  
    ImageBuffer ib(r.GetSize());  
    for(int y = r.top; y < r.bottom; y++) {  
        const RGBA *s = orig[y] + r.left;  
        const RGBA *e = orig[y] + r.right;  
        RGBA *t = ib[y - r.top];  
        while(s < e) {  
            *t = *s;  
            t++;  
            s++;  
        }  
    }  
    return ib;  
}
```

```
Color RandomColor() {  
    int num = Random();  
    return Color(num&0xFF, (num&0xFF00)>>8, (num&0xFF0000)>>16);  
}
```
