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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);
}
```

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