

## ImageXPro - .NET Sample Codes:

### Loading ImageXPro:

```
ImageXpro.CImageProcessClass ImageXproObj = new  
ImageXpro.CImageProcessClass();
```

```
byte[] pchProcessedBuffer = new byte[ImageSize];
```

### **Rotation**

//For rotating the image at any angle i.e nAngle = 0 to 360.

```
ImageXproObj.Rotate (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer, int  
nAngle)
```

### **Brightness & Contrast**

```
ImageXproObj. Intensity (int pProcessedLUT, byte pchProcessedBuffer, ref int pBitmapInfo, ref  
byte  
pchImgBuffer, int nBright, int nContrast);
```

### **Sobel EdgeDetection:**

```
ImageXproObj. EdgeDetect(byte pchProcessedBuffer, ref int pBitmapInfo, ref byte  
pchImgBuffer);
```

### **Laplacian EdgeDetection:**

```
ImageXproObj. LaplacianEdgeDetection (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte  
pchImgBuffer);
```

### **Zoom:**

```
ImageXproObj. Scale (out byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer,  
int  
nDestWidth, int nDestHeight);
```

### **Smoothness:**

```
ImageXproObj. Smooth (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer);
```

### **Sharpness:**

ImageXproObj. Sharp (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer);

**Emboss:**

ImageXproObj. Emboss (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer);

**Blur:**

ImageXproObj. Blur (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer);

**Gamma:**

ImageXproObj. Gamma (byte pchProcessedBuffer, ref int pBitmapInfo, ref byte pchImgBuffer);