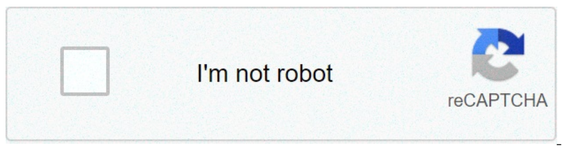

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Applications General Information Programming Resources Animation images If you are using a Windows version of Netscape Navigator and want to print this page (and still be able to do it), Click the PNG link printed at the bottom of this page. FAQ Welcome to PNG Home, Maintained by Greg Roelofs. Our hero likes to talk about himself in the third person, but do not let that throw you away; This is intended to be a severe set of reference pages to locate information, application and programming code related to the 26-year PNG image format. Canna URL: (California, USA) Note that the PNG home website has been moved four times since 1995 (although URL has changed only three times and I hope never most). The current location is hosted by the excellent people at SourceForge. The PNG site is organized into four basic categories of information (blue and white heads below), not counting the separate MNG website (covering the animated cousins and with PNG losses). A full site map for the 110+ pages is available, but the basics are summed up here. The informal history below is worth reading both for general antecedents and for a summary of the main characteristics of PNG, but most non-programmers will probably find the basic introduction, the FAQ and perhaps the largest History to be of the greatest interest and utility. PNG support lists, on the other hand, are no more important (or maintained), as virtually all application-related apps support PNG natively - and well - for more than one dé each. They are also now historical in nature. A Basic Introduction to PNG Features (Recommended for New Visitors) Current PNG Status (recommended for new visitors) Frequent questions (recommended for new visitors) An informal History of PNG (and a more detailed history) News From the PNG development group links to other PNG features (includes Discussion Lists) PNG Technical Documentation PNG: The Definitive Guide and PNG Support Applications Supporting Applications with PNG Support Hardware with PNG Scheduling Features PNG Programming Features PNG Programming information: PNG Images: Links to other PNG features (includes pointers for more PNG images) Graphics in Multiple Home Images (MNG) Home Site (Includes JNG: JPEG With alpha-transparency) what is (an informal story) then, what is PNG, and why is it worthy of your own website at home? PNG (pronounced "ping") is the portable network graphics format, a format for storing bitmaped (raster) images on computers. Not officially, your acronym means "PNG is not GIF". The PNG is designed to be the successor of the popular GIF format, which has become decidedly less popular around the New Year's Day of 1995, when Unisys and Compuserve suddenly announced that GIF implementing programs would require royalties, because of UNISYS patent In the LZW compacting method. Used in GIF. As the GIF was showing their age of several ways, even before that, the announcement only catalyzed the development of a new and much improved substitution format. PNG is the result. (Proper, despite the implications in some of the old press releases of CompuServe and in occasional committal articles, the development of PNG was not instigated by CompuServe or World Wide Web consecrio, nor led They. Individuals of both organizations contributed to the effort, but the PNG development group exists as a separate and internet-based entity.) This is only half the story, however; PNG would deserve an initial page, even if all that had not occurred, only because it is so hardened. Yes, it's not every day that you find an image format and say: "otherAdeaoous!" In fact, you can never say that throughout the Life (truly a pen), but PNG is still legal. Some of its features Spiffier include: Unequivocal pronouncement several CRCs so that the integrity of the file can be verified without seeing magic signature that can ultra-intelligent (OOO, baby!) Baby!) The most common types of corruption of best compression files than the GIF, typically 5% to 25% (but often 40% or 50% better in minor images) Not patented (you betcha!) , Interconnection compact of two dimensionally without losses 1-, 2-, 4 and 8-bit palette support (such as GIF) 1-, 2-, 4-, 8 and 16-bit of gray gray 8 and 16 bits per sample (ie, 24 - and 48 bits) Bracket TrueColor TrueColor transparency Alpha in 8 and 16-bit modes, not only simple transparency on-off as the GIF mode alpha ", effectively transforming the normal RGB palette into the RGBA range correction for the cross-platform" Brightness "Correction of control color for cross-platform, precision color, both compressed and unzipped parts Text for copyright and other complete year 2000 (Y2K) information, and then a few (good for at least 63 miles! YOWZA!) Free and complete reference implementation with the Cotigo Source Comp Leto not exactly spiffy, but it's worth mentioning anyway: media officially registered internet ("MIME") Type: Image / PNG PNG also supports things like suggested quantization, "smart" extensibility, a Pattern color space and many other excellent things, but let us stop aside for now. Those who want a quick explanation of key features can check the Basic Greg Introduction for PNG resources. Those who want all Gory details can find a library with the July 1995 edition of Dr. Dobb's Journal and read the Lee Crocker PNG article; Read a copy of the Book of Greg's O'Reilly, PNG: The Definitive Guide; Or then, read the full portable network graphics specification, a reasonably concise W3C recommendation (the first one another!) This is incredibly well written and understood. (Greg has not parted in real writing, so he can say things like that.) See PNG documentation page for links to ASCII, PostScript (US size) and PDF and see the W3C PNG page and official press release for links to documentation related in the range and color correction. Note that the PNG specification has been updated for versions 1.1 in the New Year's 2018 VÃ © 1998 (ie 31 December 1998). It included new pieces for cross-platform color correction (sRGB and ICCP), a revised and much more sensible description of the range, and several small improvements and Clarifications (all fully compatible with portrait, it is clear!). A second minor update (versions 1.2) was launched in August 1999; Its only change was the addiction of chess itxt (international text). In addition, the PNG began the long international standardization process * in 1999 (see the news item 10 May 1999 for details), thanks largely at its inclusion in the VRML97. Finally completed this process and became Standard Joint ISO / IEC 15948: 2004 almost five years later (see the news item of 3 Mar 2004), a few months after it was also rereleased by W3C (with Identiate content) as "PNG. Second edition" Recommendation. * PNG was already part of the UK profile for MHEG-5 on digital terrestrial television; MHEG-5 is the international standard for a proximate generation teletext system that shares a number of HTML resources. The PNG is also used in MHP, Java-based multimount-based house platform for digital video systems, and was included in Havi, the standing of an audio audio interoperability at home a little extinct for domestic networks based on 1394. And the multi-image extension design for PNG known as MNG is officially complete (the versions 1.0 of the MNG specification was launched on January 31 2001), with a good number of applications available and also a free reference library. Until now you are undoubtedly drooling by an incredibly well-designed image format and wondering where You can find apps or programming tools that support it. Well, do not admire anymore! Greg intends to please. Ess • General information Applications Resources Features images Modified animation by the last time August 2221, you Betcha. Copyright - 1995-2021 Greg Roelofs (Contact). Ã, ã, As an example of this real life (though not yet particularly realistic), consider the image known as 16Million.png. This 24-bit, 512A ãƒ 32,768 RGB image contains a pixel of all possible colors - more than 16 million them completely. As the raw data, which, therefore, requires 48A MB to store. Simple compression of PNG style without filtering brings you down to 36 MB, only a 25% reduction in size. But with filtering on, the same compression engine reduces 115.989 bytes, more than 300 times better than the nonfiltered case, for a total of compression factors of 434! [68] Image data zowie.Octual rarely is that perfect, but filtering makes compressing in shades in gray and truecolor, and can help in some palette images too. PNG supports five types of filters, and an encoder can choose to use a different filter for each pixel line in the image. Table 9-1 Lists the five types of filter. Table 9-1. PNG Filter Types, Namea Description ã, Nonea Each byte is unchanged. Ã, climb each byte is replaced with the difference between it and the 'corresponding' byte '' on her left. Ã, UPA Each byte is replaced with the difference between it and the byte on top (on the previous line, as it was before filtering). It is, venturing each byte is replaced with the difference between her and the middle bytes corresponding to her left and above her, truncating any fractional part. Ã, Paethã, each byte is replaced with the difference between it and the predictor Paeth of the bytes corresponding to his left, above him, and his top left. The last month requires some explanation. Invented by Alan Paeth, the predictor Paeth is calculated first calculation of a base value, equal to the sum of the corresponding bytes left and above, less the byte to the upper left corner. (For example, the base value may be equal to 228 + 228-227 = 229.) Then the difference between the base value and each of the three corresponding bytes is calculated, and the byte that gave the smallest Absolute difference - This is, one that was closer to the base value - is used as the predictor and subtracting from the target byte to obtain the filtered value. In the case of loops, the corresponding byte to the left has precedence that the predicted value, followed by directly one above. It should be noted that all the cholas to produce the predictor paeth are made using exactly whole arithery. The final filter calculation, on the other hand, is performed using a modular arithmetic base; This is true for all types of filter. Although the concept is simple, there are some subtleties in the actual filtering mechanic. The most important between these is that the filtering always operates in bytes, not pixels. For images with smaller pixels than eight bits, this means that filter algorithms actually operate on more than one pixel at a time; For example, in a 2-bit palette or gray-tone image, there are four pixels per byte. This approach improves the efficiency of decoders by avoiding bitval manipulations. At the other end of the spectrum, large pixels (for example, 24-bit RGB or 64 BITS RGBA) are also operated as bytes, but unique corresponding bytes are compared. For any data byte, the byte corresponding to your left is a displacement to the number of bytes per pixel. This means that red bytes in the image a trueecolor are compared with red, green, blue and blue bytes. If there is no alpha channel, the alpha bytes are always in comparison; If the sample depth is 16 bits, top (more important) bytes are compared to the upper bytes of the same color channel, and lower bytes are compared to inferior. In other words, similar values will always be compared and operated, in the hope of improving compression efficiency. Consider an RGB image, for example; The values of red, green and blue of a pixel Being very different, but pairs of red, green and blue neighbor, often be similar. Thus, transformed bytes tend to be close to zero, even if original original bytes This is the real filtering point: most transformed bytes will group around zero, thus giving the compression mechanism a smaller, more predictable range of byte values to deal with. What about borders? If the '' byte `` '' corresponding to the left or above does not exist, the algorithm is not molded around and bytes using the other side of the image; Instead, he treats the missing byte as zero. The surrounding method was, in fact, considered, but beyond the fact that it can not involve the upper edge of the image, without completely breaking the ability to transmit and progressively display a PNG image, the designers felt that Only a few images would benefit (and minimally, at which), which does not justify additional potential complexity. Interlacement is also a little of a key in the works. For filtering purposes, each interlace passage is treated as a separate image with its own width and height. For example, in an interlaced image 256A ƒ 256, the passages would be treated as seven smaller images with dimensions from 32 to 32, 32 to 32, 64A to 32, 64a to 64, at 64, 128A, 128A ãƒ 128, 256A and 128, respectively. [69] This avoids the unpleasable problem of setting corresponding bytes between lines of different widths. So how does an encoder actually choose the appropriate filter for each line? Testing all possible combinations is clearly impossible: even a 20-line image would require testing more than 95 trillion combinations, where `` testing '' would involve filtering and compressing the entire image. A simpler approach, although still computationally expensive, is incrementally test-compress each line, save the slightest result, and repeat for the next line. This is equivalent to filtering and compressing the entire image five times, which can be a reassable trade-off for an image that will be transmitted and decoded many times. But users often have enough patience just to wait for a single round of compression, so that the PNG development group has emerged with some gold (or heurotica) rules for the choice of filters wisely. The first rule is that the filters are rarely useful in palette images, so do not even worry about them. Note, however, that if you have great freedom to choose the form of order entries in the parent palette, so it is possible that a particular method of ordinance would actually result in image data that benefits significantly filtering. No one has proven this, however, and the most likely approaches â € â €

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