NIST Special Database 30
Dual Resolution Images from Paired Fingerprint Cards

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ACKNOWLEDGEMENTS
I would like to acknowledge the Federal Bureau of Investigation who provided funding and resources in conjunction with NIST to support the development of this fingerprint database.
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Dual Resolution Images from Paired Fingerprint Cards

C. I. Watson

Keywords: ANSI/NIST format, FBI, fingerprint, grayscale, image, rolled, plain impressions, Lossless JPEG compression, resolution.

1. INTRODUCTION

This new NIST fingerprint database offers the user complete paired fingerprint cards that include all ten rolled fingerprints and the plain impressions at the bottom of the card scanned at both 19.7 ppmm (500 ppi) and 39.4 ppmm (1000 ppi). Paired fingerprint cards are two sets of fingerprints for one individual captured at different dates. This database allows a user to compare algorithm results on two resolutions of the same image and specifically for adjusting the WSQ compression algorithm to work with 39.4 ppmm images. This database has 36 paired fingerprint cards scanned at both resolutions and segmented into individual fingerprint images. The fingerprint cards scanned at 19.7 ppmm are stored on the first CDROM and the 39.4 ppmm scanned cards are stored on the other three CDROMs (12 cards per CDROM). The segmented images are compressed using lossless JPEG (JPEGL) compression and stored in the ANSI/NIST data format[6]. Reference information is included in comment fields to help reconstruct the fingerprint card image if desired as well as a human defined classification for each fingerprint image.

Software is included to access the data directly from the ANSI/NIST format or to parse the images into individual compressed files. The included source code is written in ‘C’, and has been developed to compile and execute under the Linux operating system[9] using the GNU gcc compiler and gmake utility[10]. The source code may also be installed on Win32 platforms that have the Cygwin[11] library and associated tools installed.

The 19.7 ppmm cards are a subset of the original data (before WSQ compression) used in NIST Special Database 29. File names in this database are not sequentially numbered but they do contain the same persons fingerprints for same named files in SD29. Many of the fingerprint cards in this database were previously used to make NIST Special Database 4 [2]. Links are given so users that may have previously done testing using SD4 can compare to results from this different scanned version of the data if desired.

2. DATABASE CONTENT AND ORGANIZATION

2.1 CDROM Layout

The top level of the directory structure has four directories: doc, man, src and data. The PDF version of this document is included in doc and manual/help pages for the software commands are included in man. The src directory and its subdirectories contain software that can access the ANSI/NIST formatted data. Since space was available the doc, man, and src directories appear on all four CDROMs. The data directory contains the paired fingerprint cards stored in ANSI/NIST format stored in subdirectories of 500 for the 19.7 ppmm images and 1000 for the 39.4 ppmm

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1 Specific software products identified in this paper were used to adequately support the development of the technology described in this document. In no case does such identification imply recommendation or endorsement by the National Institute of Standards and Technology, nor does it imply that the equipment identified is necessarily the best available for the purpose.
ppmm images. The file pairs (a and b for the first character in the filename) are numbered and have the extension "an2". All images in the ANSI/NIST records are compressed using JPEG compression. Figure 1 shows the fingerprint card image for file a042.an2 from the database.

![Fingerprint Card Image](image)

**Figure 1** Image of fingerprint card a042.an2 from the database.

2.2 Fingerprints from NIST Special Database 4

Many of the fingerprint cards used to make this database are from the set used to make NIST Special Database 4 (SD4)[2]. The file doc/sd4_db30.log contains a complete list of the 316 fingerprint images from SD4 that are contained in one of the fingerprint cards in this new database. The information is provided for users that have done previous testing with images from SD4. They can compare those results to the same images captured using a different scanner/resolution.

3. DATA FORMAT

3.1 Card Segmentation

This data came from an archive of fingerprint cards that contained several varieties of fingerprint card styles. The fingerprint boxes on the cards varied in position and style as shown when comparing Figure 1 and Figure 2. Segmentation was done by detecting the "fingerprint layout" independently for each fingerprint card. Since each fingerprint card layout was different, the sizes of the segmented images also varied. Figure 3 shows the rolled images for the left and right
thumbs and the left four plain impressions as segmented from the fingerprint card in Figure 2. The 14 segmented images contain all the pixel data from the original fingerprint card, so a user could reconstruct the card and resegment the data. An adaptive segmentation would be most useful for the plain impressions at the bottom of the card because the fingerprint impressions occasionally crossed over the boxed area used for simple template segmentation as shown in Figure 4 (file b027.an2).

Figure 2  Fingerprint card a021.an2, shows a different card format to segment.

Figure 3  Segmented images for right thumb, left thumb, and the four left plain impressions.
3.2 ANSI/NIST Format

The fingerprint cards are stored using the ANSI/NIST type-14 record format. Each fingerprint card is contained in one ANSI/NIST formatted file that has one type-1 record (required by standard) and fourteen type-14 records containing the ten rolled fingerprint images and the four sets of plain impressions. The four fingers from each hand are contained in one set of plain impressions (Figure 3 and Figure 4) and the users are left to segment them on their own. Table 1 shows the layout of the type-1 record and Table 2 shows the layout for the type-14 record (Table 16 in the standard)[6]. APPENDIX A contains a printout of the ANSI/NIST data for the 19.7 ppmm (500 ppi) version of file a021.an2.

For the type-1 record the optional fields (1.010, 1.013-1.015) are not used in the database. The following section describes the information in the mandatory fields of the type-1 record. Field 1.001 is the total byte length of the record and 1.002 is the version number defined by the standard to be “0300”. Field 1.003 gives a listing of all records present in the ANSI/NIST file and it starts with a 1 to identify the type-1 record. The next information item in 1.003 is the number of other records present in the file, 14 for the full fingerprint card. Finally, for each subsequent record in the file its type is listed (all are type-14 records for the database) along with a unique IDC (Image Designation Character), which is referenced in the type-14 records. For the database, field 1.004 is defined to be “NISTDATA” and 1.005 is the date the ANSI/NIST file was made. Field 1.006 is the priority assigned to the transaction which was arbitrarily set to “1”. The DAI in field 1.007 was again arbitrarily set to “DAI00000” as was the ORI in field 1.008 set to “MDNISTIG”. Field 1.009 contains the name of the fingerprint card file as the TCN. Finally, fields 1.011 and 1.012 were set to the scanning resolution of “19.69” or “39.4”. Because all the ANSI/NIST files in the database contain the complete fingerprint card, the only variations in the type-1 records are in field 1.009 all other fields are the same (they were all created on the same day).
Table 1 – Type-1 transition information record

<table>
<thead>
<tr>
<th>Field code</th>
<th>Field number</th>
<th>Field name</th>
<th>Char type</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEN</td>
<td>M 1.001</td>
<td>LOGICAL RECORD LENGTH</td>
<td>N</td>
</tr>
<tr>
<td>VER</td>
<td>M 1.002</td>
<td>VERSION NUMBER</td>
<td>N</td>
</tr>
<tr>
<td>CNT</td>
<td>M 1.003</td>
<td>FILE CONTENT</td>
<td>N</td>
</tr>
<tr>
<td>TOT</td>
<td>M 1.004</td>
<td>TYPE OF TRANSACTION</td>
<td>AN</td>
</tr>
<tr>
<td>DAT</td>
<td>M 1.005</td>
<td>DATE</td>
<td>N</td>
</tr>
<tr>
<td>PRY</td>
<td>M 1.006</td>
<td>PRIORITY</td>
<td>N</td>
</tr>
<tr>
<td>DAI</td>
<td>M 1.007</td>
<td>DESTINATION AGENCY IDENTIFIER</td>
<td>AN</td>
</tr>
<tr>
<td>ORI</td>
<td>M 1.008</td>
<td>ORIGINATING AGENCY IDENTIFIER</td>
<td>AN</td>
</tr>
<tr>
<td>TCN</td>
<td>M 1.009</td>
<td>TRANSACTION CONTROL NUMBER</td>
<td>AN</td>
</tr>
<tr>
<td>TCR</td>
<td>O 1.010</td>
<td>TRANSACTION CONTROL REFERENCE</td>
<td>AN</td>
</tr>
<tr>
<td>NSR</td>
<td>M 1.011</td>
<td>NATIVE SCANNING RESOLUTION</td>
<td>N</td>
</tr>
<tr>
<td>NTR</td>
<td>M 1.012</td>
<td>NOMINAL TRANSMITTING RESOLUTION</td>
<td>N</td>
</tr>
<tr>
<td>DOM</td>
<td>O 1.013</td>
<td>DOMAIN NAME</td>
<td>AN</td>
</tr>
<tr>
<td>GMT</td>
<td>O 1.014</td>
<td>GREENWICH MEAN TIME</td>
<td>AN</td>
</tr>
<tr>
<td>DCS</td>
<td>O 1.015</td>
<td>DIRECTORY OF CHARACTER SETS</td>
<td>AN</td>
</tr>
</tbody>
</table>

Key: M = Mandatory; O = Optional; N = Numeric; A = Alphabetic; AN = Alphanumeric

For the type-14 record, optional fields 14.014-14.199 and 14.204-14.998 are not used. Field 14.001 is the total byte length of the record and 14.002 is the IDC that was given in field 1.003 when defining the number and type of records present in the ANSI/NIST file. Field 14.003 is the impression type from the image, defined by the standard as “3” for “nonlive-scan rolled” and “2” for “nonlive-scan plain.” The source agency in 14.004 is set to “MDNISTIG”, the same value as 1.008 and the capture date is set in field 14.005. Fields 14.006 and 14.007 are the horizontal and vertical pixel size of the image. The scale units (14.008) is defined by the standard as “2” for pixels per centimeter, so the values of 14.009 and 14.010 are “197” or “394.” The compression algorithm (14.011) is set to “JPEGL” and field 14.012 is “8” bits per pixel. The finger positions (14.013) are defined in the standard as described in Table 3.

The standard allows user defined comments in fields 14.200-14.998. In this database, reference information is stored in fields 14.200-14.203. First, field 14.200 contains the pixel size of the fingerprint card image before segmentation and 14.201 has the (x,y) location for the upper/left corner of the fingerprint in the fingerprint card image. Field 14.202 contains the classification for the fingerprint image. The classes used are from the ANSI/NIST standard as shown below in Table 4. The plain impressions that contain four fingers from a hand have four classes (subfields) in this field. In addition to the primary classification, each class may also have one reference class associated with it. File a021.an2 shown in APPENDIX A has fingers with reference classes. Finally, field 14.203 contains the sex of the individual that contributed the fingerprints.

The last field in the record contains the actual JPEG compressed fingerprint image. This image can be stored in a file by itself and tools are provided to parse all the images from the ANSI/NIST formatted file. The reference information is repeated in a comment field in the JPEG compressed image so that information is not lost.
### Table 2 – Type-14 variable-resolution tenprint record layout

<table>
<thead>
<tr>
<th>Ident</th>
<th>Cond code</th>
<th>Field number</th>
<th>Field name</th>
<th>Char type</th>
<th>Field size per occurrence</th>
<th>Occur count</th>
<th>Max byte count</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>min</td>
<td>max</td>
<td>min</td>
</tr>
<tr>
<td>LEN</td>
<td>M</td>
<td>14.001</td>
<td>LOGICAL RECORD LENGTH</td>
<td>N</td>
<td>4</td>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>IDC</td>
<td>M</td>
<td>14.002</td>
<td>IMAGE DESIGNATION CHARACTER</td>
<td>N</td>
<td>2</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>IMP</td>
<td>M</td>
<td>14.003</td>
<td>IMPRESSION TYPE</td>
<td>A</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>SRC</td>
<td>M</td>
<td>14.004</td>
<td>SOURCE AGENCY / ORI</td>
<td>AN</td>
<td>10</td>
<td>21</td>
<td>1</td>
</tr>
<tr>
<td>TCD</td>
<td>M</td>
<td>14.005</td>
<td>TENPRINT CAPTURE DATE</td>
<td>N</td>
<td>9</td>
<td>9</td>
<td>1</td>
</tr>
<tr>
<td>HLL</td>
<td>M</td>
<td>14.006</td>
<td>HORIZONTAL LINE LENGTH</td>
<td>N</td>
<td>4</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>VLL</td>
<td>M</td>
<td>14.007</td>
<td>VERTICAL LINE LENGTH</td>
<td>N</td>
<td>4</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>SLC</td>
<td>M</td>
<td>14.008</td>
<td>SCALE UNITS</td>
<td>N</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>HPS</td>
<td>M</td>
<td>14.009</td>
<td>HORIZONTAL PIXEL SCALE</td>
<td>N</td>
<td>2</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>VPS</td>
<td>M</td>
<td>14.010</td>
<td>VERTICAL PIXEL SCALE</td>
<td>N</td>
<td>2</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>CGA</td>
<td>M</td>
<td>14.011</td>
<td>COMPRESSION ALGORITHM</td>
<td>A</td>
<td>5</td>
<td>7</td>
<td>1</td>
</tr>
<tr>
<td>BPX</td>
<td>M</td>
<td>14.012</td>
<td>BITS PER PIXEL</td>
<td>N</td>
<td>2</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>FGP</td>
<td>M</td>
<td>14.013</td>
<td>FINGER POSITION</td>
<td>N</td>
<td>2</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>RSV</td>
<td></td>
<td>14.014</td>
<td>RESERVED FOR FUTURE DEFINITION</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>14.019</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>COM</td>
<td>O</td>
<td>14.020</td>
<td>COMMENT</td>
<td>A</td>
<td>2</td>
<td>128</td>
<td>0</td>
</tr>
<tr>
<td>RSV</td>
<td></td>
<td>14.021</td>
<td>RESERVED FOR FUTURE DEFINITION</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>14.199</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>UDF</td>
<td>O</td>
<td>14.200</td>
<td>USER-DEFINED FIELDS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>14.998</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DAT</td>
<td>M</td>
<td>14.999</td>
<td>IMAGE DATA</td>
<td>B</td>
<td>2</td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

Key: M = Mandatory; O = Optional; N = Numeric; A = Alphabetic; AN = Alphanumeric; B = Binary

### Table 3 – Finger position code

<table>
<thead>
<tr>
<th>Finger position</th>
<th>Finger code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>0</td>
</tr>
<tr>
<td>Right thumb</td>
<td>1</td>
</tr>
<tr>
<td>Right index finger</td>
<td>2</td>
</tr>
<tr>
<td>Right middle finger</td>
<td>3</td>
</tr>
<tr>
<td>Right ring finger</td>
<td>4</td>
</tr>
<tr>
<td>Right little finger</td>
<td>6</td>
</tr>
<tr>
<td>Left thumb</td>
<td>6</td>
</tr>
<tr>
<td>Left index finger</td>
<td>7</td>
</tr>
<tr>
<td>Left middle finger</td>
<td>8</td>
</tr>
<tr>
<td>Left ring finger</td>
<td>9</td>
</tr>
<tr>
<td>Left little finger</td>
<td>10</td>
</tr>
<tr>
<td>Plain right thumb</td>
<td>11</td>
</tr>
<tr>
<td>Plain left thumb</td>
<td>12</td>
</tr>
<tr>
<td>Plain right four fingers</td>
<td>13</td>
</tr>
<tr>
<td>Plain left four fingers</td>
<td>14</td>
</tr>
</tbody>
</table>

### Table 4 – Pattern classification

<table>
<thead>
<tr>
<th>Description</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plain arch</td>
<td>PA</td>
</tr>
<tr>
<td>Tented arch</td>
<td>TA</td>
</tr>
<tr>
<td>Radial loop</td>
<td>RL</td>
</tr>
<tr>
<td>Ulnar loop</td>
<td>UL</td>
</tr>
<tr>
<td>Plain whorl</td>
<td>PW</td>
</tr>
<tr>
<td>Central pocket loop</td>
<td>CP</td>
</tr>
<tr>
<td>Double loop</td>
<td>DL</td>
</tr>
<tr>
<td>Accidental whorl</td>
<td>AW</td>
</tr>
<tr>
<td>Whorl, type not designated</td>
<td>WN</td>
</tr>
<tr>
<td>Right slant loop</td>
<td>RS</td>
</tr>
<tr>
<td>Left slant loop</td>
<td>LS</td>
</tr>
<tr>
<td>Scar</td>
<td>SR</td>
</tr>
<tr>
<td>Amputation</td>
<td>XX</td>
</tr>
<tr>
<td>Unknown or unclassifiable</td>
<td>UN</td>
</tr>
</tbody>
</table>
4. SOFTWARE

The source code in this distribution has been developed using the GNU project's gcc compiler and gmake utility[10]. Manual pages giving a detailed description of the software utilities are included in APPENDIX B. The software has been tested under LINUX [9]and Windows NT using the Cygwin library [11] and associated tools. Most of the software came from existing code that is distributed on our NIST Fingerprint Image Software CDROM [12]. If code was needed from a NFIS "library" (src/lib/*) then all the source code for that library was copied into this CDROM's src directory. This will reduce confusion if the user is using both CDROMs, by not having two versions of the code. The software tools (src/bin/*) cjpegb, djpegl, dpyan2k, dpyimage, and rdjpcgcom are all copied from the NFIS CDROM. Software tools an2kcard, an2kimg, and rec_card and the library src/lib/db50 are new source code that only exists on this CDROM. The NFIS CDROM contains other tools for editing/converting ANSI/NIST records and compressing/decompressing color and gray images in lossless/baseline JPEG and WSQ.

The baseline JPEG code in src/lib/jpegb uses the Independent JPEG Group's compression/decompression code. For details on its copyright and redistribution, see the included file src/lib/jpegb/README.

4.1 Software Compilation

The software can be installed and compiled by first copying the contents of the src directory on the CD-ROM to a read/writeable disk partition on your computer. The directory to which you copy is referred to as the installation directory <install_dir>.

The permissions on the copied subdirectories and the compilation scripts (named "makefile.mak") should then be changed to read/writeable. Once copied and permissions changed, the software can be compiled by executing the following commands in the top-level installation directory on a Linux machine:

```
% make -f makefile.mak PROJDIR=<install_dir> depend
% make -f makefile.mak PROJDIR=<install_dir> install
```

where the text <install_dir> is replaced by your specific installation directory path. Alternatively, on a Win32 machine with the Cygwin library and utilities installed, type the following commands:

```
% make -f makefile.mak PROJDIR=<install_dir> \  X11_EXST=0 EXEEEXT=.exe depend
% make -f makefile.mak PROJDIR=<install_dir> \  X11_EXST=0 EXEEEXT=.exe install
```

Successful compilation under Linux will produce the executable files stored in the top-level bin directory. To invoke these utilities you can specify a full path to these files, or you may add the top-level bin directory to your environment's execution path.

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2 Specific software products identified in this paper were used to adequately support the development of the technology described in this document. In no case does such identification imply recommendation or endorsement by the National Institute of Standards and Technology, nor does it imply that the equipment identified is necessarily the best available for the purpose.
A manual page is provided for each utility in the top-level man directory. To view a man page on a Linux machine or a Win32 machine running a Cygwin shell, type:

```
% man -M <install_dir>/man <executable>
```

where the text `<install_dir>` is replaced by your specific installation directory path and `<executable>` is replaced by the name of the utility of interest.

### 4.2 Software Tools

Some basic software tools are included on this CDROM to help the user access the images in the ANSI/NIST records.

*The software for these commands is only on this database CDROM:*

**an2kcard** - Reconstructs the fingerprint card image from the ANSI/NIST record and writes it to a file as raw pixel data.

**an2kims** - Parses the 14 images from the ANSI/NIST record and writes them to stand alone files. The images remain compressed the same as they were in the ANSI/NIST record (WSQ for this database).

**rec_card** - Reconstructs the fingerprint card image from the 14 images files created by an2kims and writes the image to a file as raw pixel data.

*The software for these commands was copied from the NFIS CDROM:*

**cjpegb** - Convert the image to a baseline JPEG compressed file. Format is compatible with most image viewers. Warning: WSQ is a lossy compression and recompressing the images to baseline JPEG creates more data loss, so this should only be used, if needed, as an aid for viewing the images.

**djpegl** - Decompresses a JPEGL compressed image.

**dpyimage** - Will display a WSQ/JPEGL/JPEGB compressed image. Only works in an X windows environment.

**dpyan2k** - Will parse and display the images in an ANSI/NIST formatted file. Only works in an X windows environment. (Note: No minutiae information is included with data in this database. This command only displays the images from the ANSI/NIST formatted file.)

**rdjpecom** - Will read and display the comment fields in a JPEGL compressed image. Useful for accessing the fingerprint reference information stored in a comment field.
REFERENCES


APPENDIX A. Sample ANSI/NIST Formatted File.

The "$U_S$" separator shall separate multiple information items within a field or subfield, the "$R_S$" separator shall separate multiple subfields, and the "$G_S$" separator shall separate information fields.

Type-1 Transition Record
1.001:223$^G_S$
1.002:0300$^G_S$
1.003:1$^U_0$14$^R_U$14$^U_0$00$^R_S$14$^U_0$01$^R_S$14$^U_S$02$^R_S$14$^U_5$02$^R_S$
14$^U_0$04$^R_S$14$^U_S$05$^R_S$14$^U_0$06$^R_S$14$^U_S$07$^R_S$14$^U_S$
08$^R_S$14$^U_S$09$^R_S$14$^U_S$10$^R_S$14$^U_S$11$^R_S$14$^U_S$12$^R_S$
14$^U_S$13$^G_S$
1.004:NISTDATA$^G_S$
1.005:20010808$^G_S$
1.006:1$^G_S$
1.007:DAI00000$^G_S$
1.008:MDNISTIG$^G_S$
1.009:a021.raw$^G_S$
1.011:19.69$^G_S$
1.012:19.69$^G_S$

Type-14 Variable Resolution Tenprint Records

1st Type-14 Record (Right Thumb)
14.001:40654$^G_S$
14.002:00$^G_S$
14.003:3$^G_S$
14.004:MDNISTIG$^G_S$
14.005:20010808$^G_S$
14.006:792$^G_S$
14.007:756$^G_S$
14.008:2$^G_S$
14.009:197$^G_S$
14.010:197$^G_S$

2nd Type-14 Record (Right Index)
14.001:32606$^G_S$
14.002:01$^G_S$
14.003:3$^G_S$
14.004:MDNISTIG$^G_S$
14.005:20010808$^G_S$
14.006:796$^G_S$
14.007:756$^G_S$
14.008:2$^G_S$
14.009:197$^G_S$
14.010:197$^G_S$

3rd Type-14 Record (Right Middle)
14.001:36622$^G_S$
14.002:02\textsuperscript{G}s
14.003:3\textsuperscript{G}s
14.004:MDNSTIG\textsuperscript{G}s
14.005:20010808\textsuperscript{G}s
14.006:800\textsuperscript{G}s
14.007:756\textsuperscript{G}s
14.008:2\textsuperscript{G}s
14.009:197\textsuperscript{G}s
14.010:197\textsuperscript{G}s
14.011:WSQ20\textsuperscript{G}s
14.012:8\textsuperscript{G}s
14.013:3\textsuperscript{G}s
14.200:3972\textsuperscript{G}s2492\textsuperscript{G}s
14.201:1588\textsuperscript{G}s0\textsuperscript{G}s
14.202:RS\textsuperscript{G}s
14.203:F\textsuperscript{G}s
14.999:a021_03.wsq\textsuperscript{G}s

4\textsuperscript{th} Type-14 Record (Right King)
14.001:3771\textsuperscript{G}s
14.002:03\textsuperscript{G}s
14.003:3\textsuperscript{G}s
14.004:MDNSTIG\textsuperscript{G}s
14.005:20010808\textsuperscript{G}s
14.006:800\textsuperscript{G}s
14.007:756\textsuperscript{G}s
14.008:2\textsuperscript{G}s
14.009:197\textsuperscript{G}s
14.010:197\textsuperscript{G}s
14.011:WSQ20\textsuperscript{G}s
14.012:8\textsuperscript{G}s
14.013:5\textsuperscript{G}s
14.200:3972\textsuperscript{G}s2492\textsuperscript{G}s
14.201:3188\textsuperscript{G}s0\textsuperscript{G}s
14.202:KS\textsuperscript{G}s
14.203:F\textsuperscript{G}s
14.999:a021_05.wsq\textsuperscript{G}s

6\textsuperscript{th} Type-14 Record (Left Thumb)
14.001:34005\textsuperscript{G}s
14.002:05\textsuperscript{G}s
14.003:3\textsuperscript{G}s
14.004:MDNSTIG\textsuperscript{G}s
14.005:20010808\textsuperscript{G}s
14.006:792\textsuperscript{G}s
14.007:752\textsuperscript{G}s
14.008:2\textsuperscript{G}s
14.009:197\textsuperscript{G}s
14.010:197\textsuperscript{G}s
14.011:WSQ20\textsuperscript{G}s
14.012:8\textsuperscript{G}s
14.013:5\textsuperscript{G}s
14.200:3972\textsuperscript{G}s2492\textsuperscript{G}s
<table>
<thead>
<tr>
<th>Type-14 Record (Left Index)</th>
<th>Type-14 Record (Left Ring)</th>
<th>Type-14 Record (Left Middle)</th>
<th>Type-14 Record (Left Little)</th>
</tr>
</thead>
<tbody>
<tr>
<td>14.001:36279&gt;G_s</td>
<td>14.001:38666&gt;G_s</td>
<td>14.001:36429&gt;G_s</td>
<td>14.001:41225&gt;G_s</td>
</tr>
<tr>
<td>14.003:3&gt;G_s</td>
<td>14.003:3&gt;G_s</td>
<td>14.006:800&gt;G_s</td>
<td>14.003:3&gt;G_s</td>
</tr>
<tr>
<td>14.004:MDNISTIG&gt;G_s</td>
<td>14.004:MDNISTIG&gt;G_s</td>
<td>14.007:752&gt;G_s</td>
<td>14.004:MDNISTIG&gt;G_s</td>
</tr>
</tbody>
</table>
14.004: MDNISTIG G_s
14.005: 20010808 G_s
14.006: 400 G_s
14.007: 984 G_s
14.008: 2 G_s
14.009: 197 G_s
14.010: 197 G_s
14.011: WSQ20 G_s
14.012: 8 G_s
14.013: 12 G_s
14.200: 3972 G_s, 2492 G_s
14.201: 3188 G_s, 756 G_s
14.202: LS G_s
14.203: F G_s
14.999: a021_10.wsq G_s

11th Type-14 Record (Left Four Fingers Plain Impression)
14.001: 106697 G_s
14.002: 10 G_s
14.003: 3 G_s
14.004: MDNISTIG G_s
14.005: 20010808 G_s
14.006: 1588 G_s
14.007: 984 G_s
14.008: 2 G_s
14.009: 197 G_s
14.010: 197 G_s
14.011: WSQ20 G_s
14.012: 8 G_s
14.013: 14 G_s
14.200: 3972 G_s, 2492 G_s
14.201: 31508 G_s
14.202: LS G_s, LS G_s, LS G_s, TA G_s, LS G_s
14.203: F G_s
14.999: a021_14.wsq G_s

12th Type-14 Record (Left Thumb Plain Impression)
14.001: 24483 G_s
14.002: 12 G_s
14.003: 2 G_s
14.004: MDNISTIG G_s
14.005: 20010808 G_s
14.006: 400 G_s
14.007: 984 G_s
14.008: 2 G_s
14.009: 197 G_s
14.010: 197 G_s
14.011: WSQ20 G_s
14.012: 8 G_s
14.013: 11 G_s
14.200: 3972 G_s, 2492 G_s
14.201: 1988 G_s, 1508 G_s
14.202: W N G_s
14.203: F G_s
14.999: a021_11.wsq G_s
14th Type-14 Record (Right Four Fingers Plain Impression)

14.001:113204^{G_s}
14.002:13^{G_s}
14.003:2^{G_s}
14.004:MDNISTIG^{G_s}
14.005:20010808^{G_s}
14.006:1584^{G_s}
14.007:984^{G_s}
14.008:2^{G_s}

14.009:197^{G_s}
14.010:197^{G_s}
14.011:WSQ20^{G_s}
14.012:8^{G_s}
14.013:13^{G_s}
14.200:3972^{G_s}2492^{G_s}
14.201:2388^{G_s}1508^{G_s}
14.202:RS^{U_s}TA^{R_s}RS^{R_s}RS^{U_s}WN^{R_s}RS^{G_s}
14.203:F^{G_s}
14.999:a021_{13}.wsq^{G_s}
APPENDIX B. Software Manual Pages.
NAME
  an2kcard – Takes an ANSI/NIST 2000 file from NIST Special Databases 29 and 30 and combines the 14
  fingerprint images to reconstruct the original fingerprint card image.

SYNOPSIS
  an2kcard <ansi_nist file>

DESCRIPTION
  An2kcard Reconstructs the fingerprint card image for a standard compliant ANSI/NIST-ITL 1-2000 file
  from NIST Special Databases 29 and 30 and writes its contents to a new file. The output file is just the raw
  pixel values for the fingerprint card image. The size of the fingerprint card image is printed to the screen so
  the user can use cjpeg and convert the image into a viewable format.

OPTIONS
  <ansi_nist file>
    the input ANSI/NIST file

    % an2kcard a001.an2

SEE ALSO
  an2kimg(1), rec_card(1)

AUTHOR
  NIST/ITL/DIV894/Image Group
NAME

an2kims – Takes an ANSI/NIST 2000 file from NIST Special Database 29 and 30 and parses the 14 fingerprint images from the file and writes them out as individual files.

SYNOPSIS

an2kims <ansi_nist_file>

DESCRIPTION

An2kims Parses the fingerprint images from a standard compliant ANSI/NIST-ITL 1-2000 file and writes them into individual stand alone files. The files remain in the same compressed format as they were in the ANSI/NIST file. The output file names will be the prefix of the ANSI/NIST file with an "_" followed by the finger number (0-14) and an extension based on the compression type "jpl" for JPEGL and "wsq" for WSQ. For example a001.an2 might produce files a001_01.wsq thru a001_14.wsq. The decompression utilities dwsq and djpeg can be used to decompress the files if desired. The utilities rdwsqcom and rdjpegcom will print out the comment fields of the compressed files so fingerprint reference information can be viewed.

OPTIONS

<ansi_nist_file>
the input ANSI/NIST file

% an2kims a001.an2

SEE ALSO

an2kcard(1), rec_card(1)

AUTHOR

NIST/ITL/DIV894/Image Group
NAME
rec_card - Takes the set of 14 segmented stand alone fingerprint images (with the correct reference information in the comment field) and combines them to reconstruct the original fingerprint card image.

SYNOPSIS
rec_card <ofile> <14 card image files>

DESCRIPTION
Rec_card Reconstructs the fingerprint card image from the set of 14 segmented fingerprint images (with correct reference information in the comment field) and writes its contents to a new file. The output file is just the raw pixel values for the fingerprint card image. The size of the fingerprint card image is printed to the screen so the user can use cjpegb and convert the image into a viewable format.

OPTIONS
<ofile> the output raw fingerprint image file
<14 card image files>
the 14 segmented fingerprint image files

% rec_card a001.raw a001_01.jpl ... a001_14.jpl

SEE ALSO
an2kcard(1), an2kimgs(1)

AUTHOR
NIST/ITL/DIV894/Image Group
NAME
cjpeg - compresses a grayscale or color (RGB) image using lossy Baseline JPEG (JPEGB).

SYNOPSIS
cjpeg <q=20-95> <outext> <image file>
  [-raw_in w,h,d,[ppi]]
  [-nonintr1v]]
  [comment file]

DESCRIPTION
Cjpeg takes as input a file containing an uncompressed grayscale or color (RGB) image. Two possible
input file formats are accepted, NIST IHead files and raw pixmap files. If a raw pixmap file is to be com-
pressed, then its image attributes must be provided on the command line as well. Once read into memory,
the grayscale or color pixmap is then lossy compressed to a specified level of reconstruction quality using
the Independent JPEG Group’s (IJG) library for Baseline JPEG (JPEGB). The JPEGB results are then writ-
ten to an output file.

Note that cjpeg calls the IJG library in a default color mode where one of the compression steps includes
a colorspace conversion from RGB to YCbCr, and then the Cb & Cr component planes are downsampled
by a factor of 2 in both dimensions. Due to this colorspace conversion, cjpeg should only be used to com-
press RGB color images.

The color components of RGB pixels in a raw pixmap file may be interleaved or non-interleaved. By
default, cjpeg assumes interleaved color pixels. (See INTERLEAVE OPTIONS below.) Regarding color
pixmaps, the NIST IHead file format only supports interleaved RGB images.

OPTIONS
All switch names may be abbreviated; for example, -raw_in may be written -r.

<q=20-95>
specifies the level of quality in the reconstructed image as a result of lossy compression. The inte-
ger quality value may range between 20 and 95. The lower the quality value, the more drastic the
compression.

<outext>
the extension of the compressed output file. To construct the output filename, cjpeg takes the
input filename and replaces its extension with the one specified here.

<image file>
the input file, either an IHead file or raw pixmap file, containing the grayscale or color (RGB)
image to be compressed.

-raw_in w,h,d,[ppi]
the attributes of the input image. This option must be included on the command line if the input is
a raw pixmap file.

w     the pixel width of the pixmap
h     the pixel height of the pixmap
d     the pixel depth of the pixmap
ppi   the optional scan resolution of the image in integer units of pixels per inch.

-nonintr1v
specifies that the color components in an input raw pixmap file image are non-interleaved and
stored in separate component planes. (See INTERLEAVE OPTIONS below).

comment file
an optional user-supplied ASCII comment file. (See COMMENT OPTIONS below.)
INTERLEAVE OPTIONS

The color components of RGB pixels in a raw pixmap file may be interleaved or non-interleaved. Color components are interleaved when a pixel's (R)ed, (G)reen, and (B)lue components are sequentially adjacent in the image byte stream, i.e. RGB GRB RGB... If the color components are non-interleaved, then all (R)ed components in the image are sequentially adjacent in the image byte stream, followed by all (G)reen components, and then lastly followed by all (B)lue components. Each complete sequence of color components is called a plane. The utilities intr2not and not2intr convert between interleaved and non-interleaved color components. By default, cjpeg assumes interleaved color components, and note that all color IHead images must be interleaved.

COMMENT OPTIONS

Upon successful compression, this utility generates and inserts in the compressed output file a specially formatted comment block, called a NISTCOM. A NISTCOM is a text-based attribute list comprised of (name, value) pairs, one pair per text line. The first line of a NISTCOM always has name = "NIST_COM" and its value is always the total number of attributes included in the list. The utility rdjpegcom scans a JPEG compressed file for any and all comment blocks. Once found, the contents of each comment block is printed to standard output. Using this utility, the NISTCOM provides easy access to relevant image attributes. The following is an example NISTCOM generated by cjpeg:

```
NIST_COM 12
PIX_WIDTH 768
PIX_HEIGHT 1024
PIX_DEPTH 24
PPI -1
LOSSY 1
COLORSPACE YCbCr
NUM_COMPONENTS 3
H V_FACTORS 2,2;1,1;1,1
INTERLEAVE 1
COMPRESSION JPEGB
JPEGB_QUALITY 50
```

Cjpeg also accepts an optional comment file on the command line. If provided, the contents of this file are also inserted into the compressed output file. If the comment file is a NISTCOM attribute list, then its contents are merged with the NISTCOM internally generated by cjpeg and a single NISTCOM is written to the compressed output file. Note that cjpeg gives precedence to internally generated attribute values. If the user provides a non-NISTCOM comment file, then the contents of file are stored to a separate comment block in the output file. Using these comment options enables the user to store application-specific information in a JPEG file.

EXAMPLES

From test/imtools/execs/cjpeg/cjpeg.src:

```
% cjpeg 50 jpg face08.raw -r 768,1024,8
compresses a grayscale face image in a raw pixmap file.

% cjpeg 50 jpg face24.raw -r 768,1024,24
compresses a color face image in a raw pixmap file.
```

SEE ALSO

cjpeg(1E), cjpeg(1D), djjpeg(1D), dpimage(1D), intr2not(1D), jpegtran(1E), not2intr(1D), rdjpegcom(1E), wrjpgecom(1E)
AUTHOR
NIST/ITL/IV894/Image Group
NAME
djpeg – decompresses a Lossless JPEG (JPEGL) grayscale or color image.

SYNOPSIS

djpeg <output> <image file>
[-raw_out [-nonintrlv]]

DESCRIPTION

Djpeg takes as input a file containing a Lossless JPEG (JPEGL) compressed grayscale or color image. Once read into memory, the compressed pixmap is decoded and reconstructed to its original condition prior to compression.

Upon completion, two different output image file formats are possible, a NIST IHead file (the default) or a raw pixmap file (specified by the -raw_out tag). In addition, a specially formatted text file, called a NISTCOM, is created with extension ".ncm". The NISTCOM file contains relevant image attributes associated with the decoded and reconstructed output image. (See NISTCOM OUTPUT below.)

OPTIONS

All switch names may be abbreviated; for example, -raw_out may be written -r.

<output>

the extension of the decompressed output file. To construct the output filename, djpeg takes the input filename and replaces its extension with the one specified here.

<image file>

the input JPEG file to be decompressed.

-raw_out

specifies that the decoded and reconstructed image should be stored to a raw pixmap file.

-nonintrlv

specifies that the color components in the reconstructed image should be organized into separate component planes. The -raw_out flag must be used with this option, because the IHead format only supports interleaved color pixels. (See INTERLEAVE OPTIONS below.)

INTERLEAVE OPTIONS

For example, given an RGB image, its color components may be interleaved or non-interleaved. Color components are interleaved when a pixel’s (R)ed, (G)reen, and (B)lue components are sequentially adjacent in the image byte stream, i.e. RGBRGBRGB.... If the color components are non-interleaved, then all (R)ed components in the image are sequentially adjacent in the image byte stream, followed by all (G)reen components, and then lastly followed by all (B)lue components. Each complete sequence of color components is called a plane. The utilities intr2not and not2intr convert between interleaved and non-interleaved color components. By default, djpeg uses interleaved color component pixels in the reconstructed output image. Note that all color IHead images must be interleaved.

NISTCOM OUTPUT

Upon successful completion, djpeg, creates a specially formatted text file called a NISTCOM file. A NISTCOM is a text-based attribute list comprised of (name, value) pairs, one pair per text line. The first line of a NISTCOM always has name = "NIST_COM" and its value is always the total number of attributes included in the list. These attributes are collected and merged from two different sources to represent the history and condition of the resulting reconstructed image. The first source is from an optional NISTCOM comment block inside the JPEGL-encoded input file. This comment block can be used to hold user-supplied attributes. The JPEGL encoder, cjpeg, by convention inserts one of these comment blocks in each compressed output file it creates. (The utility rdijpegcom can be used to scan a JPEG file for any and all comment blocks.) The second source of attributes comes from the decompression process itself. In general, attribute values from this second source are given precedence over those from the first.
The NISTCOM output filename is constructed by combining the basename of the input JPEGL file with the extension ".ncm". By creating the NISTCOM file, relevant attributes associated with the decoded and reconstructed image are retained and easily accessed. This is especially useful when dealing with raw pixmap files and creating image archives. The following is an example NISTCOM generated by `djpegfl`:

```
NIST_COM 9
PIX_WIDTH 768
PIX_HEIGHT 1024
PIX_DEPTH 24
PPI -1
LOSSY 0
NUM_COMPONENTS 3
HV_FACTORS 1.1:1.1:1.1
INTERLEAVE 1
```

**EXAMPLES**

From `test/imgtools/execs/djpegl/djpegl.src`:

```
% djpegl raw finger.jvl -r
```
decompresses a JPEGL-encoded grayscale fingerprint image and stores the reconstructed image to a raw pixmap file. Note the NISTCOM file, `finger.ncm`, is also created.

```
% djpegl raw face.jvl -r
```
decompresses a JPEGL-encoded RGB face image and stores the reconstructed image to a raw pixmap file. Note the NISTCOM file, `face.ncm`, is also created.

**SEE ALSO**

`cjpegl(1D), dpyimage(1D), intr2not(1D), not2intr(1D), rdjgplcom(1E), wrjgplcom(1E)`

**AUTHOR**

NIST/ITL/DIV894/Image Group
NAME
dpyan2k – display image and minutiae contents of an ANSI/NIST file.

SYNOPSIS
dpyan2k [options] <ANSI_NIST ...
-a n
-v
-x
-b n
-i
-n
-p n
-W n
-H n
-X n
-Y n
-T title
-d display

DESCRIPTION
Dpyan2k displays in a sequence of X11 windows all the image records and overlays any corresponding
minutiae from Type-9 records contained in an ANSI/NIST-ITL 1-2000 file.

If multiple input files are specified, dpyan2k reads each ANSI/NIST file into memory and displays its con-
tents, one file at a time. Multiple image records within an ANSI/NIST file are displayed simultaneously by
forking background window processes, one for each image record.

If an image is too large to be displayed on the screen, the upper left hand corner will be displayed and the
rest of the image can be moved into view by holding down a mouse button, moving in the direction desired,
and then releasing the button. Button presses when another button(s) is already down and button releases
when another button(s) is still down are ignored.

Users may remove a displayed image window by striking any key within that window. Once all windows
associated with a particular ANSI/NIST file have been removed, the utility proceeds to display the contents
of the next ANSI/NIST file listed on the command line.

OPTIONS
-a n sets drag accelerator to n — changes in pointer position will result in n shifts in the displayed
image [1].
-v turns on verbose output.
-x turns on debug mode, causing a core dump when an X11 error occurs.
-b n sets border width to n pixels [4].
-i directs the utility to use the FBI/IAFIS fields 13-23 in a Type-9 record when overlaying minutiae
on an image.
-n directs the utility to use the NIST fields 5-12 in a Type-9 record when overlaying minutiae on an
image. This is the default setting.
-p sets the pixel width of overlaid minutia points [3].
-W n displays image in a window of width n pixels.
-H n displays image in a window of height n pixels.
-X n positions image window with top-left corner n pixels to the right of the display's top-left corner
[0].
-Y n positions image window with top-left corner n pixels below the display's top-left corner [0].
-T title sets all image window names to title.
-d display connects to an alternate X11 display.
<ANSI,NIST...> one or more ANSI/NIST files with images and possibly minutiae to be displayed.

EXAMPLES
From test/an2k/execs/dpyan2k/dpyan2k.src:
% dpyan2k ./.data/nist.an2
displays image records and overlays minutia using NIST Type-9 fields.

% dpyan2k -i ./.data/iafs.an2
displays image records and overlays minutia using FBI/IAFIS Type-9 fields.

SEE ALSO
an2kttool(1C), dpyimage(1D), mindtct(1B)

AUTHOR
NIST/ITL/DIV894/Image Group
NAME
dpyimage – displays the image contents of Baseline JPEG, Lossless JPEG, WSQ, IHead, and raw pixmap files.

SYNOPSIS
dpyimage [options] image-file ...
   -r w,h,d,wp
   -A
   -s n
   -a n
   -v
   -x
   -b n
   -N n
   -O
   -K
   -W n
   -H n
   -X n
   -Y n
   -n
   -T title
   -t
   -D dir
   -d display

DESCRIPTION
Dpyimage reads various image file formats, decompresses and reconstructs pixmaps as needed, and displays image contents in an X11 window. Supported file formats include Baseline JPEG (lossy), Lossless JPEG, WSQ (lossy), NIST IHead, and raw pixmap files. Raw pixmaps containing either grayscale or interleaved RGB color pixels are supported. This utility automatically differentiates between these different formats.

If only one file (or the -n option) is specified on the command line, the image or images are simply read from disk and then displayed. If multiple files are specified, dpyimage attempts to minimize the display waiting time by forking a background process to pre-read images from disk. By default, the child transmits images to the parent via a pipe. This always allows at least one image to be read in from disk while the user is viewing the current image. Since a process writing on a pipe is blocked (until a read on the other end of the pipe) after transferring four kilobytes, the child will only be one image ahead of the parent except when handling smaller images.

If the -t option appears on the command line, the processes use temporary files as the means of exchanging image data. Therefore, the child is not constrained on the number of images it may pre-read for the parent. However, the filesystem on which the directory for temporary files resides must have enough space for copies of all images in uncompressed state or an error may occur. This is the suggested mode for viewing compressed images for which decompression takes considerably longer than disk I/O.

If the image is too large to be displayed on the screen, the upper lefthand corner will be displayed and the rest of the image can be moved into view by holding down a mouse button, moving in the direction desired, and then releasing the button. Button presses when another button(s) is already down and button releases when another button(s) is still down are ignored.

Users may exit from the program by striking keys ‘x’ or ‘X’. Advancing to the next image is accomplished by any other keystroke.
OPTIONS

-w, w, h, d, wp
  raw pixmap attributes:
  w - pixel width,
  h - pixel height,
  d - pixel depth,
  wp - white pixel value
  bi-level wp=0
  grayscale wp=0|255
  RGB wp=0 (value ignored)

-A automatically advances through images.
-s n in automatic mode, sleeps n seconds before advancing to the next image [2].
-a n sets drag accelerator to n — changes in pointer position will result in n shifts in the displayed image [1].
-v turns on verbose output.
-x turns on debug mode, causing a core dump when an X11 error occurs.
-b n sets border width to n pixels [4].
-N n the child I/O process is nice to level n.
-O overrides the redirect on windows (no window manager).
-k informs utility that there is no keyboard input.
-W n displays image in a window of width n pixels.
-H n displays image in a window of height n pixels.
-X n positions image window with top-left corner n pixels to the right of the display’s top-left corner [0].
-V n positions image window with top-left corner n pixels below the display’s top-left corner [0]
-n does not fork to display multiple images.
-T title sets window name to title [file]. -t uses temporary files to transfer multiple images to parent [via pipe].
-D directory
  creates temporary files in directory [tmp].
-d display
  connects to alternate display.

image-file...
  one or more image files whose pixmaps are to be displayed.

ENVIRONMENT

If the environment variable TMPDIR is set and the -D option is not set on the command line, dpyimage uses this directory as the location for temporary files.

EXAMPLES

From test/imtools/execs/dpyimage/dpyimage.src:

% dpyimage -r 500,500,8,255 ./data/finger/gray/raw/finger.raw
  displays a fingerprint image from a raw pixmap file.

% dpyimage ./data/finger/gray/jpeg1/finger.jpl
displays a reconstructed fingerprint image from a Lossless JPEG file

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% dpyimage ./data/finger/gray/wsq/finger.wsq
displays a reconstructed fingerprint image from a WSQ file.

% dpyimage ./data/face/gray/jpegb/face.jpg
displays a reconstructed grayscale face image from a Baseline JPEG file.

% dpyimage -r 768,1024,24,0 ./data/face/rgb/ raw /intrlv/face.raw
displays a color face image from a raw pixmap file.

% dpyimage ./data/face/rgb/jpegb/face.jpg
displays a color face image from a Baseline JPEG file.

% dpyimage ./data/face/rgb/jpegl/face.jpg
displays a reconstructed color face image from a Lossless JPEG file.

SEE ALSO
an2ktool(1C), cjjpegb(1D), cjjpegl(1D), cwsq(1D), djjpegb(1D), djjpegl(1D), dpyan2k(1C), dwsq(1D)

AUTHOR
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NAME
rdjpegcom – display text comments from a JPEG file

SYNOPSIS
rdjpegcom [ -verbose ] [ filename ]

DESCRIPTION
rdjpegcom reads the named JPEG/JFIF file, or the standard input if no file is named, and prints any text comments found in the file on the standard output.

The JPEG standard allows "comment" (COM) blocks to occur within a JPEG file. Although the standard doesn’t actually define what COM blocks are for, they are widely used to hold user-supplied text strings. This lets you add annotations, titles, index terms, etc to your JPEG files, and later retrieve them as text. COM blocks do not interfere with the image stored in the JPEG file. The maximum size of a COM block is 64K, but you can have as many of them as you like in one JPEG file.

OPTIONS
-verbose
Causes rdjpegcom to also display the JPEG image dimensions.

Switch names may be abbreviated, and are not case sensitive.

HINTS
rdjpegcom does not depend on the IIG JPEG library. Its source code is intended as an illustration of the minimum amount of code required to parse a JPEG file header correctly.

In -verbose mode, rdjpegcom will also attempt to print the contents of any "APP12" markers as text. Some digital cameras produce APP12 markers containing useful textual information. If you like, you can modify the source code to print other APPn marker types as well.

SEE ALSO
cjpeg(1), djpeg(1), jpegtan(1), wrjpegcom(1)

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