

Re: 90 Rotation in one buffer only

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- *From:* "Jens Dierks" <me@xxxxxxxxxxx>
 - *Date:* Fri, 25 Nov 2005 11:51:44 +0100
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Naresh wrote:

- > Hii All,
- > what could be the BEST Memory Optimal way of rotating an image or
- > matrix by 90
- > degrees using input buffer only? i.e. Input buffer only is the output
- > memory buffer.
- >
- > Say, we can use small amount of memory locations (say 30-40 bytes extra
- > considering 1 pixel/byte) for temporary storage of any block/blocks in
- > the image but not the whole of image.

As said, its not so easy done with rectangular Pictures.

There is no simple solution with just a tmp buffer because it depends on the relation of width and height how often the loop $P[x,y]=P[x',y']$ will be closed and a new loop starts.

The Problem is how to find the new starting point without marking all changed Pixels.

Maybe there is a mathematical tricky way like fft transform, i just dont know it.

Greets
Jens

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- *Follow-Ups:*
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◇ *From:* Naresh
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◇ *From:* Naresh
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