

# Reference Manual

## 2.0.10

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# Chapter 1

## Reference Manual (Version 2.0.10)

### 1.1 Introduction

JasPer is a collection of software (i.e., a library and application programs) for the coding and manipulation of images. This software can handle image data in a variety of formats. One such format supported by JasPer is the JPEG-2000 format defined in ISO/IEC 15444-1. This software was developed by [Michael Adams](#) from the Department of Electrical and Computer Engineering at the University of Victoria, Victoria, BC, Canada.

### 1.2 License

JasPer License Version 2.0

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## 1.3 Reporting Bugs

All bug reports should be submitted via the issue-tracking system provided by GitHub. To submit a bug report, go the the following URL and click on the "New issue" button:

<https://github.com/mdadams/jasper/issues>

Please do not submit bug reports directly to the author of JasPer via email, as bug reports that are not submitted via the above issue-tracking system on GitHub are easy to be lost.

## Chapter 2

# Getting Started

The following sections are useful for getting started with the JasPer software:

- [Installation](#). Describes how to install the JasPer software.
- [Organization of the Manual](#). Briefly explains the organization of the manual (e.g., where to find things).

## 2.1 Installation

Installation

=====

The process required to install JasPer is described below.

Installation on Systems Running Unix

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In what follows, let `$SOURCE_DIR` denote the top-level directory of the JasPer software source tree and let `$INSTALL_DIR` denote the target directory for installation.

1) Select an empty directory to use for building the software. Let `$BUILD_DIR` denote this directory.

2) Generate the makefiles used for building the software. To do this, invoke the command:

```
cmake -G "Unix Makefiles" -H$SOURCE_DIR -B$BUILD_DIR \
      -DCMAKE_INSTALL_PREFIX=$INSTALL_DIR $OPTIONS
```

where `$OPTIONS` corresponds to zero or more `-D` options as described below under the heading "Cmake Options".

3) Change the working directory to the build directory. To do this, use the command:

```
cd $BUILD_DIR
```

4) Build the code using the make utility. To do this, invoke the command:

```
make clean all
```

5) Run the test suite to ensure that the software seems to be working correctly. To do this, invoke the command:

```
make test
```

If more verbose output from the testing process is desired (e.g., to assist in diagnosing a problem), instead use the command:

```
make test ARGS="-V"
```

6) Install the software. To do this, invoke the command:

```
make install
```

Additional Remarks:

When building the Jasper software under Mac OSX, only the use of the native framework for OpenGL is officially supported. If the Freeglut library is installed on your system, you will need to ensure that the native GLUT library (as opposed to the Freeglut library) is used by the build process. This can be accomplished by adding an extra option to the cmake command line that resembles the following:

```
-DGLUT_glut_LIBRARY=/System/Library/Frameworks/GLUT.framework
```

Installation on Systems Running Microsoft Windows

-----

In what follows, let %SOURCE\_DIR% denote the top-level directory of the Jasper software source tree and let %INSTALL\_DIR% denote the target directory for installation.

1) Select an empty directory to use for building the software. Let %BUILD\_DIR% denote this directory.

2) Generate the project file needed to build the software with Microsoft Visual Studio. To do this, invoke the command:

```
cmake -G "Visual Studio 12 2013 Win64" -H%SOURCE_DIR% -B%BUILD_DIR% ^
-DMAKE_INSTALL_PREFIX=%INSTALL_DIR% %OPTIONS%
```

where %OPTIONS% corresponds to zero or more -D options as described below under the heading "Cmake Options". (Note the caret symbol "^" above denotes line continuation.)

3) Build and install the software. To do this, invoke the command:

```
msbuild %build_dir%\INSTALL.vcxproj
```

Cmake Options

-----

The option OPTION can be set to the value VALUE with a command-line option of the form -DOPTION=VALUE  
The following options are supported:

CMAKE\_INSTALL\_PREFIX  
Specify the installation directory.  
Value: A directory name.

CMAKE\_BUILD\_TYPE  
Specify the build type (i.e., release or debug).  
Valid values: Debug or Release

JAS\_ENABLE\_LIBJPEG  
Enable the use of the JPEG library  
Valid values: true and false

JAS\_ENABLE\_OPENGL  
Enable the use of the OpenGL and GLUT libraries.  
Valid values: true and false



JAS\_ENABLE\_STRICT

Enable pedantic errors for building the code.

Valid values: true or false

JAS\_ENABLE\_SHARED

Enable the building of shared libraries.

Valid values: true or false

JAS\_ENABLE\_ASAN

Enable the Address Sanitizer.

Valid values: true or false

JAS\_ENABLE\_USAN

Enable the Undefined-Behavior Sanitizer.

Valid values: true or false

JAS\_ENABLE\_LSAN

Enable the Leak Sanitizer.

Valid values: true or false

JAS\_ENABLE\_MSAN

Enable the Memory Sanitizer.

Valid values: true or false

JAS\_MEMORY\_LIMIT

DO NOT RELY ON THIS OPTION, AS IT IS LIKELY TO BE REMOVED IN THE FUTURE.

Set the maximum amount of memory that can be allocated with `jas_malloc` and friends.

Value: a value of unsigned integral type (e.g., 10000000 or `SIZE_MAX`).

## 2.2 Organization of the Manual

The library is partitioned into groups of related code called modules. The documentation is also partitioned in this way. The documentation for each of the various modules can be found in the [modules page](#).



## Chapter 3

# Frequently Asked Questions (FAQ)

The following is a list of common questions/problems encountered when using the library.

-



## Chapter 4

# Known Bugs

All bugs reported in Jasper are tracked using the issue-tracking functionality provided by GitHub. If you encounter a problem with Jasper and you would like to know if it is a known problem, please check the issue tracker for Jasper on GitHub, which can be found at the following URL:

`https://github.com/mdadams/jasper/issues`

If you happen to find a bug that has not been previously reported, please report it so that it can be fixed. New bugs can be reported by creating a new issue using the page at the above URL.

