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## base64

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## Qt GUI Toolkit

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**mjson**

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## Andy’s Help Toolkit

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SoftImage .pic support based off of code obtained from <http://www.swin.edu.au/astronomy/pbourke/dataformats/>

TestPic, used in TestIL<http://www.paintlib.de/paintlib/testpic.zip>



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Png Test Images <http://www.schaik.com/pngsuite/pngsuite.html>

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<http://www.opengl.org/Coding/KilgardTechniques/oglpitfall/oglpitfall.html> section 6 for the values the NTSC uses, so I could convert from coloured images to luminance values.

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SGI's "Graphica Obscura" site at <http://www.sgi.com/grafica/matrix/index.html> for several filters in DevIL.

The <http://bae.fse.missouri.edu/luw/course/image/project1/project1.html> page for help in determining filter code for Graphica Obscura's interpolation article at <http://www.sgi.com/grafica/interp/index.html>.

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Pcx document on <http://www.wotsit.org> for .pcx saving code.

[http://www-classic.be.com/aboutbe/benewsletter/volume\\_III/Issue2.html#Insight](http://www-classic.be.com/aboutbe/benewsletter/volume_III/Issue2.html#Insight) for `iluWave()`.

.lif specs from <http://www.infinite-mass.com/bob/files/lifed.zip> and <http://www.infinite-mass.com/bob/files/lif.zip>

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Translations:

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Carlos Aragon, for Spanish translation

Bart De Lathouwer, for Danish translation

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(7) Other contributors include Raj Manandhar, Steven Michael Robbins, Bob Bell Albert Chin and Matej Vila. Also, Benjamin Geer, Peter Ohlerich, Steve Oney and Michael Cree have helped with debugging.

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