

IceMan - Logical

Each of these functions returns images containing only 1's and 0's, respectively representing Boolean *true* and *false* values. They are useful for generating masks. They are the means of performing conditional operations on a per-pixel basis.

ice.Image And(*b*)

Logical AND operation.

Parameters

b: Second operand (ice.Image).

ice.Image Eq(*b*)

Logical equality: each pixel is one or zero depending on whether corresponding pixels in operand images are equal or not.

Parameters

b: Second operand (ice.Image).

ice.Image Ge(*b*)

"Greater-than-or-equal" operation.

Parameters

b: Second operand (ice.Image).

ice.Image Gt(*b*)

"Greater-than" operation.

Parameters

b: Second operand (ice.Image).

ice.Image Le(*b*)

"Less-than-or-equal" operation.

Parameters

b: Second operand (ice.Image).

ice.Lt(*b*)

"Less-than" operation.

Parameters

b: Second operand (ice.Image).

ice.Image Nand(*b*)

"Not-and" operation.

Parameters

b: Second operand (ice.Image).

ice.Image Nor(*b*)

"Not-or" operation.

Parameters

b: Second operand (ice.Image).

ice.Image Not()

Unary logical complement.

ice.Image Ne(*b*)

Logical "not-equal" operation.

Parameters

b: Second operand (IceImage).

ice.Image Or(*b*)

Logical OR operation.

Parameters

b: Second operand (ice.Image).

ice.Image Xnor(*b*)

Exclusive "not-OR" operation.

Parameters

b: Second operand (ice.Image).

ice.Image Xor(*b*)

Exclusive OR operation.

Parameters

b: Second operand (ice.Image).