IceMan - Channel Manipulation

ice.Image Shuffle(*channels*)

Returns an image containing some or all of the channels in the original image, in a specified order. Channel indices may be duplicated. Assumes rgbImage is of type ice.Image.

Parameters

channels

List of integers specifying channel order in output (list).

Example

```
channels = [3,2,1]
bgrImage = rgbImage.Shuffle(channels)
```

ice.Image Interleave(*b, channels*)

Returns an image combining channels of two images in a specified order. The List contains both negative and positive integers: negative numbers refer to channels in the first image, and positive ones to channels in the second image.

Parameters

b

Second image (ice.Image)

channels

List of integers representing channels in each operand image (list).

Example

```
channels = [-1,-2, -3, 4]
result = a.Interleave(b, channels)
```

In this example, the red, green and blue channels from a and the alpha channel from b and puts them together to form the result image.A channel index of zero is not defined.