

## OCTAVE IMWRITE ALPHA

*The imwrite function is the corresponding function for writing images to the disk. Alpha ' . Alpha (transparency) channel for the image. This must be a matrix.*

To append multiple images to the first image, call `imwrite` with the name-value pair argument `'WriteMode','append'`. A value of `Inf` means an infinite loop default, a value of 0 or 1 that the sequence is played only once loops zero times, while a value of 2 or above loops that number of times looping twice means it plays the complete sequence 3 times. Input Arguments `A` Image data to write matrix Image data to write, specified as a full nonsparse matrix. Example: `'myImage'`. The value is in seconds, must be between 0 and The actual supported formats are dependent on options made during the build of Octave. This must be a matrix with same class, and number of rows and columns of `img`. If `ext` is not supplied, the file extension of `filename` is used to determine the format. See also: `imread`, `imfinfo`, `imformats`. Location Current folder To write to the current folder, specify the name of the file in `filename`. For indexed images, `A` can be `m-by-n`. Function File: `imwrite img, filename` Function File: `imwrite img, filename, ext` Function File: `imwrite img, map, filename` Function File: `imwrite`, `param1`, `val1`, Write images in various file formats. In case of a multipage image, the size of the 4th dimension must also match and the third dimension must be a singleton. The value should be an integer between 0 and, with larger values indicating higher visual quality and lower compression. This option is ignored when there is only a single image at the end of writing the file. The image `img` can be a binary, grayscale, RGB, or multi-dimensional image. The value must be scalar which will applied to all frames in `img`, or a vector of length equal to the number of frames in `im`. Note that not all compression types are available for all image formats in which it defaults to your Magick library. If `ext` is not supplied, the file extension of `filename` is used to determine the format. For truecolor images, `A` must be `m-by-n-by` Its value can be one of the following strings: `"doNotSpecify"` default; `"leaveInPlace"`; `"restoreBG"`; and `"restorePrevious"`, or a cell array of those string with length equal to the number of frames in `img`. The value must be scalar which will applied to all frames in `img`, or a vector of length equal to the number of frames in `im`. Remote Location. Despite this option, the most efficient method of writing a multipage image is to pass a 4 dimensional `img` to `imwrite`, the same matrix that could be expected when using `imread` with the option `"Index"` set to `"all"`. For maximum performance while reading multiple images from a single file, use the `Index` option. The value is in seconds, must be between 0 and This option is ignored when there is only a single image at the end of writing the file. Its value can be one of the following strings: `"doNotSpecify"` default; `"leaveInPlace"`; `"restoreBG"`; and `"restorePrevious"`, or a cell array of those string with length equal to the number of frames in `img`. The value should be an integer between 0 and, with larger values indicating higher visual quality and lower compression. The value should be an integer between 0 and, with larger values indicating higher visual quality and lower compression. In case of a multipage image, the size of the 4th dimension must also match and the third dimension must be a singleton. Use `imformats` to check the support of the different image formats. Depending on the file format, it is possible to configure the writing of images with `param`, `val` pairs. If `ext` is not supplied, the file extension of `filename` is used to determine the format. This must be a matrix with same class, and number of rows and columns of `img`. Defaults to Use `imformats` to check the support of the different image formats. By default, image will be completely opaque. Note that not all compression types are available for all image formats in which it defaults to your Magick library. The value should be the string `"Overwrite"` default, or `"Append"`. This option is ignored when there is only a single image at the end of writing the file. Can be one of the following: `"none"` default, `"bzip"`, `"fax3"`, `"fax4"`, `"jpeg"`, `"lzw"`, `"rle"`, or `"deflate"`.