

Javascript use canvas for grayscale

grayscale.htm (/code/grayscale.htm?mode=download).HTML (2,21 kByte) 12.03.2016 16:11

```
<!DOCTYPE html >
<html>
<head><meta charset="UTF-8" />
<title>Convert Image to Grayscale
</title>
<script type="text/javascript">
/*  */
function getElementsByClassName(searchClass, tagName, domNode) {
if (domNode == null) domNode = document;
if (tagName == null) tagName = "";
var el = new Array();
var tags = domNode.getElementsByTagName(tagName);
var tcl = ""+searchClass+"";
for(var i=0,j=0; i&lt;tags.length; i++) {
var test = "" + tags[i].className + "";
if (test.indexOf(tcl) != -1) {
el[j++] = tags[i];
}
};
return el;
}

function grayscaleImageIE(imgObj) {
imgObj.style.filter = "progid:DXImageTransform.Microsoft.BasicImage(grayScale=1)";
}

function grayscaleImage(imgobj) {
var canvas = document.createElement("canvas");
var canvascontext = canvas.getContext("2d");
var imgw = imgobj.width;
var imgh = imgobj.height;
canvas.width = imgw;
canvas.height = imgh;
canvascontext.drawImage(imgobj, 0, 0);
var imgpixels = canvascontext.getImageData(0, 0, imgw, imgh);
for (var y = 0; y &lt; imgpixels.height; y++) {
for (var x = 0; x &lt; imgpixels.width; x++) {
var i = (y * 4) * imgpixels.width + x * 4;
var avg = (imgpixels.data[i] + imgpixels.data[i + 1] + imgpixels.data[i + 2]) / 3;
imgpixels.data[i] = avg;
imgpixels.data[i + 1] = avg;
imgpixels.data[i + 2] = avg;
}
}
canvascontext.putImageData(imgpixels, 0, 0, 0, 0, imgpixels.width, imgpixels.height);
imgobj.src = canvas.toDataURL();
}

function isOldIE () {
var div = document.createElement("div");
div.innerHTML = "&lt;!--[if lt IE 9]&gt;&lt;img alt='&gt;&lt;/img--&gt;";
return (div.getElementsByTagName("img").length == 1);
}

function init() {
var grayList = getElementsByClassName("grayscale", "img");
for (var i=0; i&lt;grayList.length; i++) {
var imgObj = grayList[i];
if (isOldIE()){
grayscaleImageIE(imgObj);
} else {
</pre></div>
```

```
    grayscaleImage(imgObj);
  }
}
}

function ready(f){/complete|loaded/i.test(document.readyState)?f():setTimeout("ready(++)",9)}
ready(init);
/* ]]> */
</script>
</head>
<body></body>
</html>
```

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