This manual contains instructions for setting up and running the Team Sulley project of "Where's a Pattern?".

Instructions

1. Point your browser to: Downloads.

2. You will see three folders available under this section. *Downloads*, *Tags*, and *Branches*. Select either *Tags* or *Branches*.

3. After selecting either *Tags* or *Branches*, you have three options for downloads. Choose either `zip`, `gz`, or `bz2`. Save and unpack this to the location of your choosing.

4. After the files have been unpacked, you'll notice there exists a *Makefile*. On your CUDA enabled machine, in your favorite terminal emulator, you can run the following commands from the location of the unpacked files:

   (a) `make` - this will compile all of the `.cu` files using the *nvcc* compiler
   (b) `make run` - this will run the various compiled binaries with the images
   (c) `make clean` - after you've viewed the files and wish to clean the folder

Viewing Results

The `imageout[\d+].p[gp]m` files can be viewed from various programs. On the Onyx machines, one such program is *gwenview*.

   Example

```
$ gwenview imageout1.pgm
```

On Windows machines, we recommend downloading and using Irfanview. This program can be downloaded from Irfanview.

Other Comments

If you want to play with your own images, there are a few notable constraints. First, you must use a `.pgm` format for grey-scale images and `.ppm` format for color images. Second, if you want to be able to locate the example patter from the larder image, you need to select a 16 x 16 pixel section of the image. Third, you need to be sure that your larger image is 1024 x 1024 pixels. Finally, to run your own examples, the usage is as follows:

```
$ {colorscale|greyscale} {input_image} {output_image}
```

For simple color filtering

   AND

```
$ {outlinegspattern|outlinecolorpattern} {pattern_image} {input_image} \
{output_image}
```

For grey or color pattern matching.