

**NAME**

display - displays an image or image sequence on any X server.

**SYNOPSIS**

**display** [*options*] *input-file*

**OVERVIEW**

The **display** program is a member of the ImageMagick(1) suite of tools. Use it to display an image or image sequence on any X server.

For more information about the display command, point your browser to <file:///usr/local/share/doc/ImageMagick-7/www/display.html> or <http://imagemagick.org/script/display.php>.

**DESCRIPTION**

Image Settings:

- alpha option      on, activate, off, deactivate, set, opaque, copy  
                    transparent, extract, background, or shape
- antialias        remove pixel-aliasing
- authenticate value    decrypt image with this password
- backdrop        display image centered on a backdrop
- colormap type     Shared or Private
- colorspace type    alternate image colorspace
- comment string    annotate image with comment
- compress type    type of pixel compression when writing the image
- decipher filename    convert cipher pixels to plain pixels
- deskew threshold    straighten an image
- define format:option  
                    define one or more image format options
- delay centiseconds    display the next image after pausing
- density geometry    horizontal and vertical density of the image
- depth value       image depth
- display server    display image to this X server
- dispose method    layer disposal method
- dither method     apply error diffusion to image
- endian type       endianness (MSB or LSB) of the image
- equalize         perform histogram equalization to an image
- filter type       use this filter when resizing an image
- format "string"    output formatted image characteristics
- fuzz distance     colors within this distance are considered equal

- geometry geometry preferred size and location of the Image window
- gravity type horizontal and vertical backdrop placement
- identify identify the format and characteristics of the image
- immutable displayed image cannot be modified
- interlace type type of image interlacing scheme
- interpolate method pixel color interpolation method
- label string assign a label to an image
- limit type value pixel cache resource limit
- loop iterations loop images then exit
- map type display image using this Standard Colormap
- matte store matte channel if the image has one
- monitor monitor progress
- page geometry size and location of an image canvas
- profile filename add, delete, or apply an image profile
- quality value JPEG/MIFF/PNG compression level
- quantize colorspace reduce colors in this colorspace
- quiet suppress all warning messages
- regard-warnings pay attention to warning messages
- remote command execute a command in an remote display process
- repage geometry size and location of an image canvas (operator)
- respect-parentheses settings remain in effect until parenthesis boundary
- sampling-factor geometry  
horizontal and vertical sampling factor
- scenes range image scene range
- seed value seed a new sequence of pseudo-random numbers
- set property value set an image property
- size geometry width and height of image
- support factor resize support: > 1.0 is blurry, < 1.0 is sharp
- texture filename name of texture to tile onto the image background
- transparent-color color  
transparent color
- treedepth value color tree depth
- update seconds detect when image file is modified and redisplay
- verbose print detailed information about the image
- visual type display image using this visual type
- virtual-pixel method  
virtual pixel access method
- window id display image to background of this window
- window-group id exit program when this window id is destroyed
- write filename write image to a file

**Image Operators:**

- auto-orient      automatically orient image
- border geometry    surround image with a border of color
- channel mask      set the image channel mask
- clip              clip along the first path from the 8BIM profile
- clip-path id      clip along a named path from the 8BIM profile
- colors value      preferred number of colors in the image
- contrast          enhance or reduce the image contrast
- crop geometry     preferred size and location of the cropped image
- despeckle         reduce the speckles within an image
- edge factor       apply a filter to detect edges in the image
- enhance           apply a digital filter to enhance a noisy image
- extent geometry   set the image size
- extract geometry   extract area from image
- flip              flip image in the vertical direction
- flop              flop image in the horizontal direction
- frame geometry    surround image with an ornamental border
- gamma value      level of gamma correction
- monochrome       transform image to black and white
- negate            replace each pixel with its complementary color
- normalize         transform image to span the full range of colors
- raise value       lighten/darken image edges to create a 3-D effect
- resample geometry change the resolution of an image
- resize geometry   resize the image
- roll geometry     roll an image vertically or horizontally
- rotate degrees    apply Paeth rotation to the image
- sample geometry   scale image with pixel sampling
- segment value     segment an image
- sharpen geometry   sharpen the image
- strip             strip image of all profiles and comments
- threshold value   threshold the image
- thumbnail geometry create a thumbnail of the image
- trim              trim image edges

**Image Sequence Operators:**

- coalesce          merge a sequence of images
- flatten           flatten a sequence of images

**Miscellaneous Options:**

- debug events      display copious debugging information

- help            print program options
- log format     format of debugging information
- list type      print a list of supported option arguments
- version        print version information

In addition to those listed above, you can specify these standard X resources as command line options: -background, -bordercolor, -borderwidth, -font, -foreground, -iconGeometry, -iconic, -mattecolor, -name, -shared-memory, -usePixmap, or -title.

By default, the image format of 'file' is determined by its magic number. To specify a particular image format, precede the filename with an image format name and a colon (i.e. ps:image) or specify the image type as the filename suffix (i.e. image.ps). Specify 'file' as '-' for standard input or output.

Buttons:

- 1    press to map or unmap the Command widget
- 2    press and drag to magnify a region of an image
- 3    press to load an image from a visual image directory

## NOTE

The display program defaults to the X screen resolution. To display vector formats at their intended size, override the default resolution:

```
display -density 72 drawing.svg
```

## SEE ALSO

ImageMagick(1)

## COPYRIGHT

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