

## Digimarc for Images | Enterprise Edition

This guide was specially prepared for **Digimarc for Images – Enterprise Edition Users**

# Digimarc for Images Embedder System Requirements

#### DIGIMARC CORPORATION

9405 SW Gemini Drive, Beaverton, OR 97008

T: +1.800.DIGIMARC (344.4627)

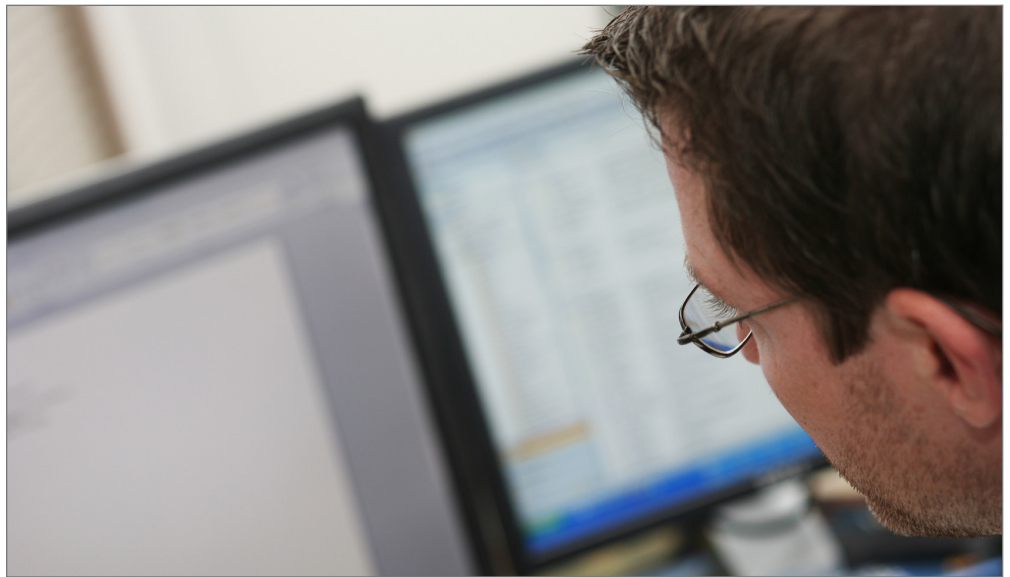
F: +1.503.469.4777

info@digimarc.com

www.digimarc.com

#### ABOUT DIGIMARC CORPORATION

Digimarc Corporation (NASDAQ:DMRC), based in Beaverton, Oregon, is a leading innovator and technology provider, enabling businesses and governments worldwide to enrich everyday living by giving persistent digital identities to all forms of media and many other objects. Copyright © 2009 Digimarc Corporation. Digimarc and the Digimarc logo are registered trademarks of Digimarc Corporation. All rights reserved. All other trademarks are the exclusive property of their respective companies.



**Digimarc® for Images** communicates image copyrights and automates the tracking and reporting of digital image use on the Internet. This gives organizations the ability to see where their digital image assets are in use outside the boundaries of their internal systems. Digimarc for Images provides the information to determine that images are in the right place at the right time.

The Enterprise Edition offers three embedding solutions, each appropriate for specific environments and workflows. These are Batch Embedder, Scripted Embedder, and SDK. This document contains information to help customers understand the specifics of each solution including the supported platforms, hardware requirements, supported image file formats, and limitations for the various Embedder solutions.

For more information about Digimarc for Images – Enterprise Edition, please visit [www.digimarc.com/dfi-enterprise](http://www.digimarc.com/dfi-enterprise).

## Embedder Solution System Requirement Table

	Batch Embedder	Scripted Embedder	SDK
<b>Platforms</b>			
	Windows XP Windows 2000	Windows XP Windows 2000 Sun SPARC Solaris 8 & 9 (Sun C++ v5.5) openSUSE Linux 10.2 (i586)	Windows XP Windows Server 2003 32- and 64-bit openSUSE Linux 10.2 (i586) Mac OS X 10.5 (x86 32-bit) Mac OS X 10.4 (x86, PPC)
<b>Hardware</b>			
	256 MB minimum RAM 20 MB minimum disk space Windows: Pentium, Pentium Pro	256 MB minimum RAM 20 MB minimum disk space Windows: Pentium Sun: Sparc processor CD-ROM drive	256 MB minimum RAM 20 MB minimum disk space
<b>Supported Image File Formats</b>			
	BMP JPG TIF	BMP GIF: These files can be difficult to watermark and can produce unreliable results. JPG: Lossless and progressive compression are not supported. PCT PCX PNG PSD: Multiple layers combined into a single layer during watermarking. TGA TIF: Tiled images are not supported.	Image Data Formats Supported: Grayscale BGR RGB LAB ARGB, RGBA, BGRA CMYK CMYK Inverted
<b>Specific Limitations</b>			
	RGB, Grayscale RGB images less than 24-bits per pixel are upsampled to 24-bit for watermarking, then output as 8-bit. Grayscale images are supported in 8-bit color depth only. Image dimensions must be at least 256x256 pixels for effective watermarking.	RGB, CMYK, Grayscale RGB images less than 24-bits per pixel are upsampled to 24-bit for watermarking, then output as 8-bit. Grayscale images are supported in 8-bit color depth only. The CMYK colorspace is only supported in the TIF format. Image dimensions must be at least 256x256 pixels for effective watermarking. To create the input scripts for the Scripted Embedder, you must be able to create relatively simple XML files.	Access to the raw pixel data via an image processing library is required. Image processing experience is recommended. Sample applications are included that can open and read/embed 24-bit BMP and TIF images. Image dimensions must be at least 256x256 pixels for effective watermarking. SDK Interface: C/C++ interface Windows, OSX: Static libraries Linux: Shared libraries