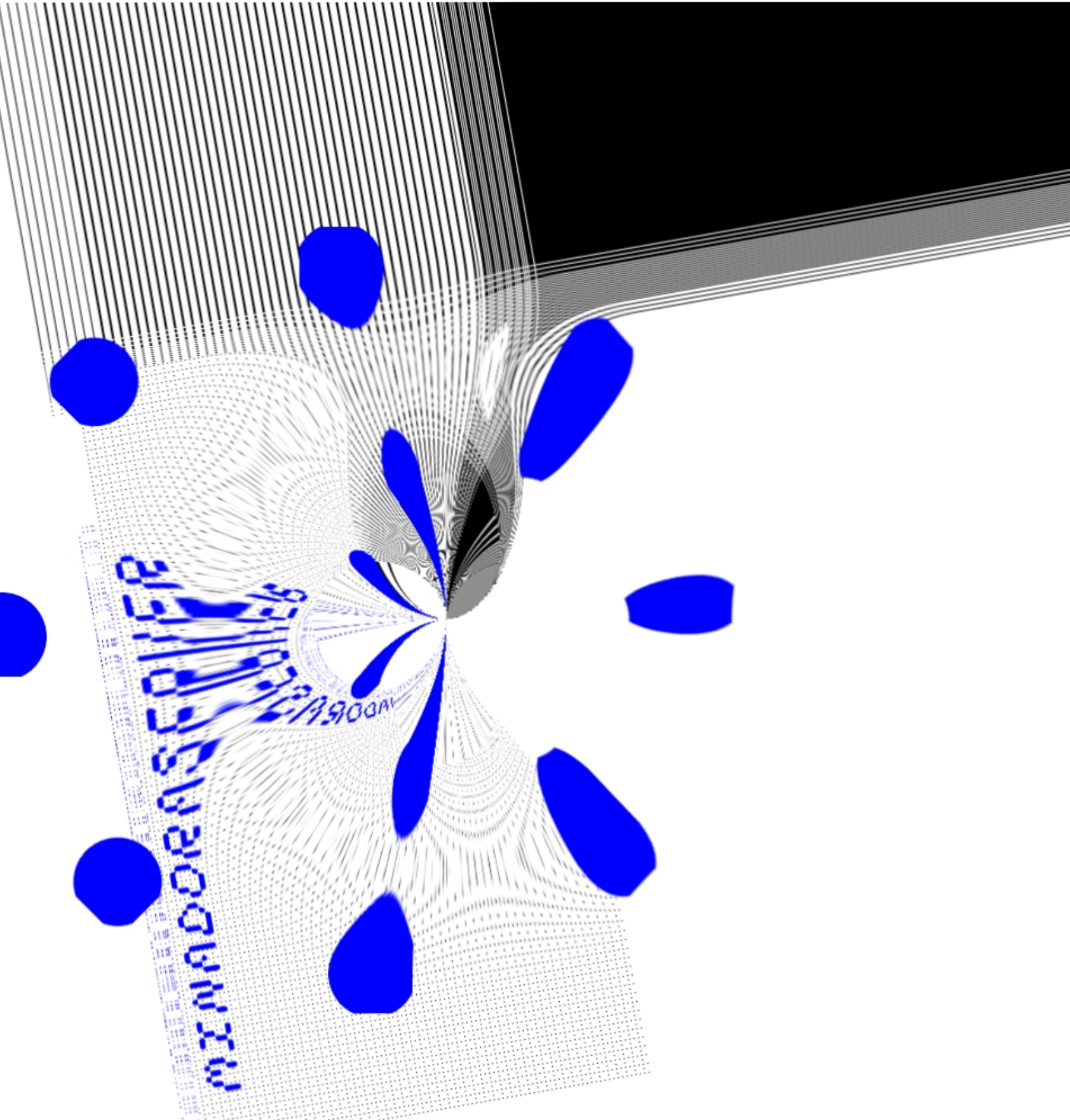




```

convert -size 700x400 \
tile:pattern:gray95 \
-font UFO\!-Mono -pointsize 45 \
-fill blue \
-draw 'text 50,40 "minadoraserver" ' \
minadora.png && convert \
minadora.png -set option:distort:viewport \
1000x1000-4-154 -virtual-pixel \
Dither -filter point \
-distort SRT -10 +repage \
minadora dither.png && convert \
-size 100x100 \
xc:none -fill blue \
-draw 'circle 35,35 60,5' \
circle.png && convert \
circle.png -gravity \
north -background none \
-extent 900x700 \
-duplicate 7 -virtual-pixel \
none -distort SRT \
"%[fx:t*360/n]" -flatten \
circle_8.png && \
convert minadora_dither.png \
circle_8.png \
-layers merge +repage \
minadora_ready.png && \
convert minadora_ready.png -region \
660x610+120+125 -implode 1.7 +region \
minadora_implode.png

```



```

-adjoin
-affine matrix
-alpha option
-antialias
-authenticate password
de
-attenuate value
-background color
-bias value
-black-point-compensati
us
-blue-primary point
-bordercolor color
-caption string
-channel type
-clip-mask filename
-as
-colors value
-colorspace type
-comment string
-compose operator
-compress type
-define format:option
de
-delay value
-density geometry
-hc
-im
-depth value
-direction type
-display server
-dispose method
-dither method
-encoding type
-endian type
-family name
-fill color
-filter type
-font name
-format "string"
-fuzz distance
-gravity type
-hc
-green-primary point
-intensity method
-me
-intent type
-interlace type
-interline-spacing valu
se
-interpolate method
-pi
-interword-spacing valu
se
-kerning value
-label string
-limit type value
-loop iterations
-mask filename
-matte
-mattecolor color
-st
-fr
-moments
-mc
-monitor
-orient type
-page geometry
-ping
-pointsize value
-precision value
-preview type
-quality value
-quiet
-red-primary point
-regard-warnings
-remap filename
-repage geometry
-si
-respect-parentheses se
-sampling-factor geomet
hc
-scene value
-im
-seed value
-wi
-size geometry
-stretch type
-re
-stroke color
-gr
-strokewidth value
-re
-style type
-re
-support factor
-re
-synchronize
-taint
-texture filename
-na
-tile-offset geometry
-ti
-treedepth value
-co
-transparent-color colo
tr
-undercolor color
-an
-units type
-th
-verbose
-pr
-view
-virtual-pixel method
-vi
-weight type
-re
-white-point point
-ch
Image Operators:
-adaptive-blur geometry
-ad
-adaptive-resize geomet
ad
-adaptive-sharpen geome
ad

```