PNG Source Code

For those of you who like to go the do-it-yourself route, here are the tools to make your PNG code go (some of which may also be provided with ready-to-go executables). Some of the code, particularly by members of the PNG Development Group, is still kept up to date at the primary Simple Systems ftp site or its UK mirror, but for most things check the appropriate PNG Applications pages for current links. (This page was previously called Code from the PNG Development Group and later PNG Source Code and Libraries. Now it is simply a list of applications, libraries and toolkits that include source code, with more complete descriptions on the relevant PNG applications pages. The two main PNG-related libraries, libpng and zlib, are linked directly and are still maintained by members of the PNG Group, though.)

Latest releases:

libpng 1.2.8 [license]
zlib 1.2.3 [Y2K] [license]

Libraries and Toolkits

The following programming libraries, toolkits, DLLs and Java classes all include source code and are listed on the toolkits page. Operating-system support is listed in (parenthesized italics), and toolkits that do not derive their PNG support from another listed library (typically libpng)--although they may or may not require zlib--are so noted. (See also Quat in the 3D section for another independent, zlib-based, C implementation of a PNG codec.)

- 7-Zip (many) - C++ deflate implementation
- BMGLib (Win32)
- CamlImages (Caml)
- Carnegie Mellon Graphics (Win32, Mac OS, Mac OS X, Unix)
- CImage (Win32)
- ClanLib (Linux, Win32, BeOS)
- Closure (Unix/X) - independent Common Lisp source code
- CL-PNG (many) - independent Common Lisp source code
- cl-zlib (Linux, Win32)
- CMacPNG (Mac PPC) - C++ PNG class
- Crystal Space (many) - 3D game engine
- CscHTML (Unix/GTK+) - HTML widget for GTK+
- CWebImageDC (Win32)
- CxImage (Win32) - C++ multi-format image class
- FreelImage (Win32, Linux/Qt, Mac OS X)
- FXPy (many)
- gd (many)
- GDFP (many)
- gdk-pixbuf (Unix/GTK)
- GD.pm (Perl)
- glnpng (many)
- GraphApp (Unix/X, Win32)
- GraphicEx (Win32) - independent Pascal source code
- GraphiX/FP (DOS, Win32, Linux/SVGA) - independent Pascal source code
- GtkHTML (Unix/GTK+) - HTML 4.0 widget for GTK+
- Ilib (many)
- Image Library (many) - independent C++ source code
- ImageMagick (many)
- Imager (Perl)
- Img (Unix/X, Win32)
- Imlib (Unix/X, Unix/GTK)
- Io (Unix/X, Win32, Mac OS X) - OO programming language
- Java Image Content Handlers (Java)
- Jun for Java (Java) - 3D graphic/multimedia-application framework
- lcms (Win32, Linux) - color-management system
- libAfterImage (Unix/X)
- libferris (Unix/X)
- libgraph (many)
- libmng (Unix, Win32) - independent C source code
- libplot (many)
- libpng (many) - independent C source code
- libpr0n (many)
- MNG Translator (BeOS) - OS extension for MNG/JNG/PNG images
- MST Image (many)
- Panda (Unix, Win32, etc.)
- PHP (Unix, Win32)
- PLplot (Unix)
- PNG Data Type (#4) (Amiga)
- PNG Delphi / TPNGImage (Win32) - independent Pascal source code
- PNGDIB (Win32)
- PngEncoder (Java) - independent Java source code
- PNGgraph.pm (1) (Perl)
- PNGgraph.pm (2) (Perl)
- PNGImageProducer (Java) - independent Java source code
- PNG_IO (many) - independent Ada 95 source code
- Pnglets (JavaScript) - independent JavaScript source code
- PNGLIB (Win32)
- PNGlib (Win32) - independent Visual Basic source code
- PngUnit (Win32)
- PNGwriter (any) - C++ class for plotting and graphing
- Pygame (Win32, Mac OS, Mac OS X, BeOS, Unix)
- Qt (Unix/X, Win32, BeOS) - GUI toolkit
- RbPNGLib (Mac PPC) - C++ PNG plug-in for REALbasic
- Sixlegs Java PNG (Java) - independent Java source code
- Squeak (many) - independent(?) Smalltalk-80 source code
- TNGImage (Win32)
- wing (Win32)
- wv (Unix, Win32, Amiga, VMS, OS/2)
- wxWindows (many) - C++ GUI toolkit
- XmHTML (Unix/X) - HTML 3.2 widget for Motif
- zlib (many) - primary deflate/zlib implementation
Browsers

The following web browsers all include source code and are listed on the browsers page. Operating-system support is listed in (parenthesized italics):

- Amaya (Unix/X, Win32)
- AMosaic (Amiga)
- Arena (Unix/X)
- AWeb (Amiga)
- BrowseX (Unix/X, Win32)
- Chimera (Unix/X)
- Closure (Unix/X)
- CSCMail (Unix/GTK+)
- Dillo (Unix/GTK+)
- Encompass (Unix/GNOME)
- Epiphany (Unix/GNOME)
- Galeon (Unix/GNOME)
- Grail (Unix/X, Win32, Mac OS)
- K-Meleon (Win32)
- Konqueror (Unix/KDE)
- mMosaic (Unix/X)
- Mozilla (Unix/X, Win32, Mac PPC, OS/2, BeOS, RISC OS)
- NCSA MacMosaic (Mac OS)
- NCSA X Mosaic (Unix/X)
- Safari (Mac OS X)
- ViewML (Linux/X, Linux/MicroWindows)
- X-Smiles (Java)
- Zen (Linux/fbcon, Linux/GTK+)

Viewers

The following image viewers all include source code and are listed on the viewers page. Operating-system support is listed in (parenthesized italics):

- Axv (Unix/GTK+)
- BePNG (BeOS)
- Electric Eyes (Linux/GNOME)
- Eye of Gnome (Unix/GNOME)
- Futuris Imager (Win32)
- GQview (Unix/GTK+)
- ImageJ (Java)
- ImageMagick display (Unix/X, VMS/X, Win32)
- IV / ImgView / Image Viewer (Unix/GTK+)
- JImageView (Java)
- Jsee (Java)
- paul (Unix/GTK+)
- pho (Unix/GTK+)
- PikView (Unix/KDE)
- PixiePlus (Unix/KDE3)
- PNGDIB viewer \( (\text{Win32}) \)
- PngUnit \( (\text{Win32}) \)
- PNGView \( (\text{Win32}) \)
- Quick Image Viewer / qiv \( (\text{Unix/GTK+}) \)
- RO-Viewer \( (\text{Win32}) \)
- rpng / rpng2 \( (\text{Unix/X, VMS/X, Win32}) \)
- ShowImg \( (\text{Unix/KDE2}) \)
- SVG Viewer \( (\text{Java}) \)
- tnailer \( (\text{Perl}) \)
- ToyViewer \( (\text{Mac OS X, NeXTStep/OpenStep}) \)
- view \( (\text{FreeBSD/VGL}) \)
- ViewDT \( (\text{Amiga}) \) - front end only; requires binary datatype
- VisualPng \( (\text{Win32}) \)
- wb0 \( (\text{Linux/SVGA}) \)
- wxxyv \( (\text{Unix/X}) \)
- xli \( (\text{Unix/X}) \)
- XV \( (\text{Unix, VMS}) \)
- Xzgv \( (\text{Linux/GTK+}) \)
- ZBoxZ \( (\text{Palm OS}) \)
- Zgv \( (\text{Linux/SVGA}) \)

---

### Image Editors

The following image editors all include source code and are listed on the [editors page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in *parenthesized italics*:

- **D-Pixed PNG add-in** \( (\text{Win32}) \)
- **Gill** \( (\text{Unix/GTK+}) \)
- **The GIMP** \( (\text{Unix/GTK+, Win32, OS/2}) \)
- **GNOME-Iconedit** \( (\text{Unix/GTK+}) \)
- **Inkscape** \( (\text{Unix/GTK+, Win32/GTK+}) \)
- **ivtools** \( (\text{Unix/X, Win32}) \)
- **Kontour** \( (\text{Unix/KDE}) \)
- **Krita** \( (\text{Unix/KDE}) \) - formerly known as **KImageShop** and **Krayon**
- **mvComicsMaker** \( (\text{Linux/Qt}) \)
- **Sketch** \( (\text{Unix/X}) \)
- **Sodipodi** \( (\text{Unix/GTK+, Win32/GTK+}) \)
- **TuxPaint** \( (\text{Linux/SDL, Win32/SDL, etc.}) \)
- **xart** \( (\text{Unix/X}) \)
- **xfig** \( (\text{Unix/X}) \)
- **XPaint** \( (\text{Unix/X}) \)

---

### Converters

The following image converters all include source code and are listed on the [converters page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in *parenthesized italics*:

- **AdvanceSCAN** \( (\text{DOS, Win32, Linux}) \) - recompresses PNG and MNG images
- **A Mort les GIFs** \( (\text{Java}) \) - converts GIF to PNG and MNG
any2png (Unix, Win32/Cygwin) - converts various formats to PNG
bmp2png / png2bmp (DOS, Win32) - converts between PNG and Windows BMP
dvips (Unix, Win32, etc.) - converts TeX DVI format to PostScript
ecg2png (Unix/Qt) - converts electrocardiogram scans to PNG
eps2png (Perl) - converts encapsulated PostScript to PNG
FOP (Java) - converts XML+XSL to PDF, SVG, PostScript, etc.
Futuris Imager (Win32) - converts various formats to various other formats
Ghostscript (many) - converts PostScript to various formats
gif2png (many) - converts GIF to PNG
hp2xx (many) - converts HPGL to PNG
ImageJ (Java) - converts various formats to various other formats
ImageMagick convert (many) - converts various formats to various other formats
ima (Unix) - converts text commands to PNG
img2pdf (many) - converts PNG, TIFF, JPEG images to PDF
img2png (Atari) - converts Atari IMG to PNG
OptiPNG (Unix, Win32) - shrinks (optimizes) PNGs losslessly
pdf2html (Unix) - converts PDF to PNG (and HTML)
pdftex / pdflatex (Unix, Mac OS X, Win32) - TeX-to-PDF converter
pdf2tohtml (Unix) - PDF-to-HTML converter
pho (Unix/GTK+) - converts and rotates various formats
PixiePlus (Unix/KDE3) - converts various formats to various other formats
png2ansi (DOS, Unix, etc.) - converts PNG to ASCII text with ANSI control codes
png2html (many) - converts PNG to (really big) HTML
png2html.php (PHP4) - converts PNG to (really big) HTML
png2ico (many) - converts PNG to Windows ICO
png2jpg (Unix) - HTTP proxy to convert PNG to JPEG
png2linuxlogo (many) - converts PNG to linux_logo.h
png2txt (many) - converts PNG to 80-column ASCII text
pngcrush (many) - shrinks PNGs losslessly by optimizing the filtering and compression strategies
pngmeta (many) - converts PNG text annotations to HTML, XML, etc.
PNG Pooper (BeOS) - converts various formats to PNG using the Translation Kit
pngquant (many) - shrinks PNGs by quantizing/dithering 32-bit RGBA to 8-bit RGBA-palette
pngrewrite (many) - shrinks PNGs by reducing unnecessarily large palettes and bit depths
pngslice (many) - slices PNG into several and truncates right (or left) sides
png-tEXt.pl (Perl) - adds text chunks to PNG images
pngtoico (many) - converts PNG to Windows ICO
PngUnit (Win32) - converts Windows BMP to PNG
pnmtopng (many) - converts PBM/PGM/PPM to and from PNG
pstoedit (Unix, OS/2, Win32) - converts PostScript and PDF to PNG and other things
ptot (many) - converts PNG to TIFF
scr2png (FreeBSD) - converts FreeBSD screenshots to PNG
ShowImg (Unix/KDE2) - converts various formats to various other formats
SNGL (many) - converts PNG to and from editable text
svg2png (Unix/GTK+) - converts SVG to PNG
tiff2png (many) - converts TIFF to PNG
tnailer (Perl) - converts PNGs and JPEGs to thumbnails and other sizes
ToyViewer (Mac OS X, NeXTStep/OpenStep) - converts various formats to various other formats
TweakPNG (Win32) - lists and modifies PNGs
wbmptopng (many) - converts WAP bitmaps to grayscale PNG
- **wmftopng** *(many)* - converts WMF to PNG
- **wpng** *(many)* - converts PGM/PPM to PNG
- **Xenomorph** *(Unix/Qt3)* - filters PNG, MNG or JPEG images; writes PNG
- **xPNG / fixPNG** *(DOS)* - modifies PNGs
- **XV** *(Unix, VMS)* - converts various formats to various other formats

### 3D and VRML

The following 3D applications all include source code and are listed on the [3D apps page](http://www.libpng.org/pub/png/pngcode.html). The VRML browsers are also listed on the [VRML browsers page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in *(parenthesized italics)*:

- **Cn3D** *(Win32, Unix/X, Mac OS)* - 3D molecular structure viewer
- **Contact** *(Win32)* - VRML browser
- **Crystal Space** *(many)* - 3D game engine
- **Flounder** *(Unix/X)* - 4D data-visualization program
- **FreeWRL** *(Perl)* - VRML browser with HMD support
- **Gforge** *(Unix, DOS)* - fractal terrain generator
- **HF-Lab** *(Unix, DOS)* - fractal height-field generator
- **Jun for Java** *(Java)* - 3D graphic/multimedia-application framework
- **LibVRML97 / Lookat** *(Unix/X, Win32)* - VRML library and browser
- **Mathematica PNGBitmap** *(Unix/X, Win32, Mac OS)* - texture-import/file-export add-on
- **POV-Ray** *(many)* - ray-tracer (photorealistic renderer)
- **Q3BSP** *(Win32)* - Quake 3 to VRML converter
- **Quat** *(Unix/FLTK, Win32/FLTK)* - 3D quaternion fractal generator
- **Tachyon** *(many)* - parallel/multiprocessor ray-tracer library
- **white_dune** *(Unix/Motif)* - VRML editor and animation tool

### Games and Entertainment

The following games and entertainment applications all include source code and are listed on the [games / entertainment page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in *(parenthesized italics)*:

- **AdvanceMAME** *(DOS, Win32/SDL, Linux/SDL)* - arcade emulator
- **AdvanceMENU** *(DOS, Win32/SDL, Linux/SDL)* - front end / game launcher for arcade emulators
- **Circus Linux** *(Unix/X)* - arcade game
- **EasySok** *(Unix/KDE3)* - Sokoban game (recording capability)
- **GF1** *(Linux, Win32)* - solitaire strategy game
- **gfract** *(Unix/GTK+)* - fractal generator
- **Glito** *(Unix/X, Win32)* - IFS (fractal) explorer
- **GLTron** *(Linux/X, Win32, Mac OS, Mac OS X)* - TRON lightcycle game
- **Glulxe** *(Win32, Mac?)* - interpreter for interactive fiction (e.g., Zork)
- **GNU Backgammon** *(Unix/GTK+, Win32)* - backgammon game
- **Hyperplay** *(Unix/GTK+, Win32, OS/2)* - engine for interactive fiction (e.g., Zork)
- **JavaBrot** *(Java/Win32, Java/Linux, etc.)* - fractal generator
- **mapdraw** *(many)* - renders *Wolfenstein 3D* game maps in text or PNG format
- **nwrk-matrix** *(many)* - displays dropping-characters effect from *The Matrix*
- **PilotGOne** *(Palm OS)* - Go game, recorder/playback utility
- **Pygame** *(many)* - Python- and SDL-based multimedia library/toolkit
- **Quat** (*Unix/FLTK, Win32/FLTK*) - 3D quaternion fractal generator
- **Sphere** (*Win32*) - tile-based, role-playing game (RPG) engine
- **Stereograph** (*Linux*) - stereogram generator
- **Stratagus** (*Linux, Win32, BSD, BeOS, Mac OS X*) - cell-based strategy-game engine
- **TADS** (*Win32*) - development system for interactive fiction
- **TADSMap** (*many*) - mapping add-on for interactive fiction
- **XaoS** (*many*) - fractal generator/zoomer

### Office / Business

The following office and productivity applications all include source code and are listed on the [office / business apps page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in (*parenthesized italics*):

- **AbiWord** (*Win32, Unix/X, BeOS*) - word processor
- **AxPoint** (*Perl*) - XML-based PDF presentation tool
- **GanttProject** (*Java*) - project-planning/Gantt-chart tool
- **ImPress** (*Win32, Unix/X*) - page-layout app
- **KOffice** (*Unix/KDE*) - office suite
- **MagicPoint** (*Unix/X*) - text-based presentation app
- **Nautilus** (*Unix/GTK+*) - file manager and graphical shell
- **OpenOffice** (*Unix/X, Mac OS X, Win32*) - office suite
- **ROX-Filer** (*Unix/GTK*) - file manager
- **Ted** (*Unix/X*) - text editor/word processor

### Scientific / Graphing

The following scientific, technical and graphing applications all include source code and are listed on the [scientific / graphing apps page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in (*parenthesized italics*):

- **Cn3D** (*Win32, Unix/X, Mac OS*) - 3D molecular structure viewer
- **DNA-CGR** (*Linux/SVGA*) - DNA/RNA-sequence visualization tool
- **DTM / Digital Terrain Mapping** (*Win32*) - digital elevation map viewer
- **Flounder** (*Unix/X*) - 4D data-visualization program
- **g3data** (*Unix/GTK*) - utility to automate extraction of data values from graphs
- **gerbv / Gerber Viewer** (*Unix/GTK*) - CAD viewer for printed circuit board layouts
- **gnuplot** (*many*) - plotting and graphing program
- **Grace** (*Unix/Motif, OS/2, VMS, Win32*) - 2D graphing program
- **GrADS** (*Unix/X*) - 4D data analysis and visualization tool
- **GraphViz** (*Unix, Win32, Mac OS X*) - suite of 2D graph-visualization tools
- **GRASS** (*Unix/X, Win32/Cygwin*) - Geographic Information System
- **KMatplotlib** (*Unix/KDE*) - WYSIWYG plotting and graphing program
- **kst** (*Unix/KDE*) - data plotting and graphing program
- **Mathematica PNGBitmap** (*Unix/X, Win32, Mac OS*) - texture-import/file-export add-on
- **mathmlrenderer** (*Unix/GTK*) - MathML renderer for PHP4
- **MRTG / Multi Router Traffic Grapher** (*Unix, Win32*) - network-stats graphing utility
- **myPACS** (*Unix/CGI*) - web-based medical image-management system
- **PHPLOT** (*Unix/PHP*) - plotting and graphing program
- **Ploticus** (*Unix/X*) - plotting and charting program
- **plotutils** (*many*) - vector-based plotting and conversion tools, ODE solver, etc.
• **PLplot** (*Unix*)
• **PNGwriter** (*any*) - C++ class for plotting and graphing
• **R** (*Unix/X, Win32*) - statistical computing and graphing language
• **Webalizer** (*Unix, Mac PPC, OS/2, Win32*) - web-stats analysis and graphing utility
• **zimg** (*Unix, OS/2, etc.*) - false-color 2D plotting program

---

**Miscellaneous**

The following miscellaneous applications all include source code and are listed on the [miscellaneous apps page](http://www.libpng.org/pub/png/pngcode.html). Operating-system support is listed in *(parenthesized italics)*:

- **addtRNS.cgi** (*Perl*) - transparency-adding CGI script
- **Apache Toolbox** (*Unix*) - automated build tool for Apache web server
- **Berlin Project** (*Linux/GGI*) - advanced windowing system
- **Catalog** (*Perl*) - hierarchical-catalog maintenance system
- **CopyRightLeft** (*Win32*) - utility to add copyright string to pixel data
- **cyclo.cgi** (*Perl*) - PNG-to-animated-MNG CGI script
- **Digital Image Recovery** (*Win32*) - file-recovery tool for digital photos on flash cards
- **DIRT** (*Unix/X*) - web server with on-the-fly image creation
- **Doxygen** (*Unix, Win32*) - multi-language documentation system
- **Drive Rescue** (*Win32*) - file-recovery tool for FAT and NTFS hard drives
- **Eterm** (*Unix/GTK+*) - VT102 terminal emulator
- **FBSShot** (*Linux/fbcon*) - screen-capture utility
- **file** (*many*) - file-type identifier
- **FileSnoop** (*Win32*) - file-dumping and sniffing utility
- **Freevo** (*Linux/X*) - PVR/DVR (TiVo-like) application
- **FXTV** (*BSD/X*) - TV-in-a-window application
- **GMask** (*Win32*) - "masking tiles" remover
- **IDS** (*Perl*) - CGI script to create photo galleries
- **imghide** (*many*) - steganographic utility
- **move.cgi** (*Perl*) - PNG-to-scrolling-MNG CGI script
- **PHPoll** (*PHP*) - web-voting utility
- **pngcheck** (*many*) - PNG tester/dumper
- **PNGstat** (*Perl*) - PNG info-dumper
- **pngtester.cgi** (*Perl*) - PNG/JNG/MNG-testing CGI script
- **Remind** (*Unix*) - reminder and calendar-generating program
- **sanecgi** (*Unix/Perl*) - Web interface to scanners
- **scroll.cgi** (*Perl*) - PNG-to-scrolling-MNG CGI script
- **txtcut.cgi** (*Perl*) - text-chunk-stripping CGI script
- **USFlag** (*Win32, Unix*) - utility to create scaled US flags
- **vgrabbj** (*Linux*) - USB video-capture utility
- **VideoteXt** (*Unix/X*) - videotext decoder
- **w3cam** (*Linux*) - video-capture utility with Web interface
- **WumPNG / Dumping** (*DOS*) - PNG tester/dumper
- **WWWis** (*Perl*) - HTML IMG-sizer script
- **XEmacs** (*Unix/X*) - editor / kitchen sink
- **xine** (*Unix/X, Win32, OS/2*) - movie player (DVD, VCD, QuickTime, ...)
- **XVidCap** (*Unix/X*) - screen-capture utility
MNG

The following MNG-supporting applications all include source code and are listed on the MNG apps pages. Operating-system support is listed in (parenthesized italics):

- **AdvanceMAME** (*DOS, Win32/SDL, Linux/SDL*) - arcade emulator
- **AdvanceMENU** (*DOS, Win32/SDL, Linux/SDL*) - front end / game launcher for arcade emulator
- **AdvanceSCAN** (*DOS, Win32, Linux*) - recompresses PNG and MNG images
- **A Mort les GIFs** (*Java*) - converts GIF to PNG and MNG
- **blinkentools** (*Win32, Mac OS X, Unix*) - text-to-MNG converter
- **Crystal Space** (*many*) - 3D game engine
- **CxImage** (*Win32*) - C++ multi-format image class
- **cyclo.cgi** (*Perl*) - PNG-to-animated-MNG CGI script
- **EasySok** (*Unix/KDE3*) - Sokoban game (recording capability)
- **FileSnoop** (*Win32*) - file-dumping and sniffing utility
- **Freelimage** (*Win32*) - image toolkit
- **Futuris Imager** (*Win32*) - image viewer/converter
- **The GIMP** (*Unix/GTK+, Win32, OS/2*) - image/animation editor
- **Glito** (*Unix/X, Win32*) - IFS (fractal) explorer
- **ImageMagick** (*many*) - MNG viewer/converter
- **Konqueror** (*Unix/KDE*) - web browser
- **lcms** (*Unix, Win32, etc.*) - color management system
- **libmg** (*Unix, Win32*) - MNG reference library (in C)
- **libpr0n** (*many*) - Mozilla image-rendering library (in C++)
- **MagicPoint** (*Unix/X*) - presentation app
- **MicroPlayer / µ-Player** (*Java*) - MNG viewer applet
- **MINGLIB** (*many*) - MNG library (in Pascal)
- **MNG4IE** (*Win32*) - MNG ActiveX control for Internet Explorer
- **MNG Compiler** (*Perl, Win32*) - text/PNG-to-MNG converter
- **MNGcount** (*Perl*) - web-page counter
- **MNGEdit** (*Win32*) - MNG animation editor
- **MNG-LC Player** (*Java*) - MNG viewer
- **mngplay** (*Unix/X, Win32, BeOS, Mac OS*) - MNG viewer
- **MNGPLG** (*Win32*) - MNG plug-in for Netscape
- **MNG Plug-in** (*Linux/Qt*) - MNG plug-in for Netscape
- **MNG Translator** (*BeOS*) - OS extension for MNG/JNG/PNG images
- **mngview** (*Win32*) - MNG viewer (in Pascal)
- **move.cgi** (*Perl*) - PNG-to-scrolling-MNG CGI script
- **Mozilla** (*Unix/X, Win32, Mac PPC, OS/2, BeOS, RISC OS*) - web browser
- **pngcheck** (*many*) - MNG dumper/tester
- **pngtester.cgi** (*Perl*) - PNG/JNG/MNG-testing CGI script
- **Qt** (*Unix/X, Win32, BeOS*) - GUI toolkit
- **QuickTime MNG Component** (*Mac OS X, Mac OS, Win32*) - MNG plug-in to QuickTime framework
- **scroll.cgi** (*Perl*) - PNG-to-scrolling-MNG CGI script
- **ShowImg** (*Unix/KDE2*) - image viewer and converter
- **TADS** (*Win32*) - development system for interactive fiction
- **TNGImage** (*Win32*) - PNG/MNG/JNG Delphi (Pascal) component
- **x11rec** (*Unix/X*) - screen-capture utility
- **Xenomorph** (*Unix/Qt3*) - filters PNG, MNG or JPEG images; writes PNG
- **XVidCap** (*Unix/X*) - screen-capture utility
Here are some related PNG pages at this site:

- **PNG-supporting Applications**
  - Browsers
  - Image Viewers
  - Image Editors
  - Image Converters
  - 3D Applications
  - Games / Entertainment
  - Office / Business Applications
  - Scientific / Graphing Applications
  - Miscellaneous Applications
- **PNG support in VRML browsers**
- **PNG-supporting Hardware**
- **PNG Programming Information:**
  - PNG-supporting Libraries and Toolkits
    - [libpng](http://www.libpng.org) home page
    - [zlib](http://www.zlib.net) home page
  - PNG Support in Mozilla
- **PNG Home Page**
- **Complete PNG Site Map**

*Last modified 28 October 2005.*

Copyright © 1995-2005 [Greg Roelofs](mailto:greg@libpng.org).