



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
- **FreeImage** (*Win32, Linux/Qt, Mac OS X*)
- **FXPy** (*many*)
- **gd** (*many*)
- **GDFP** (*many*)
- **gdk-pixbuf** (*Unix/GTK*)
- **GD.pm** (*Perl*)
- **glpng** (*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 DataType (#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*)
 - **wimg** (*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
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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+*)
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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** (*Win32*)
 - **PngUnit** (*Win32*)
 - **PNGView** (*Win32*)
 - **Quick Image Viewer / qiv** (*Unix/GTK+*)
 - **RO-Viewer** (*Win32*)
 - **rpng / rpng2** (*Unix/X, VMS/X, Win32*)
 - **ShowImg** (*Unix/KDE2*)
 - **SVG Viewer** (*Java*)
 - **tnailer** (*Perl*)
 - **ToyViewer** (*Mac OS X, NeXTStep/OpenStep*)
 - **view** (*FreeBSD/VGL*)
 - **ViewDT** (*Amiga*) - front end only; requires binary datatype
 - **VisualPng** (*Win32*)
 - **wb0** (*Linux/SVGA*)
 - **wxyzv** (*Unix/X*)
 - **xli** (*Unix/X*)
 - **XV** (*Unix, VMS*)
 - **Xzgv** (*Linux/GTK+*)
 - **ZBoxZ** (*Palm OS*)
 - **Zgv** (*Linux/SVGA*)
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Image Editors

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

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

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

- **AdvanceSCAN** (*DOS, Win32, Linux*) - recompresses PNG and MNG images
- **A Mort les GIFs** (*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
- **imc** (*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
- **pdftohtml** (*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
- **SNG** (*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

- **wmf2png** (*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
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3D and VRML

The following 3D applications all include source code and are listed on the [3D apps page](#). The VRML browsers are also listed on the [VRML browsers page](#). 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
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Games and Entertainment

The following games and entertainment applications all include source code and are listed on the [games / entertainment page](#). 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** (*Linux/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
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Office / Business

The following office and productivity applications all include source code and are listed on the [office / business apps page](#). 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
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Scientific / Graphing

The following scientific, technical and graphing applications all include source code and are listed on the [scientific / graphing apps page](#). 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
- **KMatplot** (*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
- **mathmlrender** (*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
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Miscellaneous

The following miscellaneous applications all include source code and are listed on the [miscellaneous apps page](#). 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
 - **FBShot** (*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
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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
- **FreeImage** (*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
- **libmng** (*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](#)
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