Subject: Re: Raw image data manipulation
Posted by mirek on Thu, 20 Sep 2007 21:47:35 GMT
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nasos_i wrote on Thu, 20 September 2007 16:44Hi all,

I have just started playing around with upp and I am really excited about its features. I am trying to adopt my code into it and I have to say that it seem astonishingly trivial in most cases.
I've been also working with Adobe's Generic Image Library (Adobe's GIL) and one of the aspects I am concerned in, is image raw data manipulation (the real image data in memory). I'd prefer sharing that data between upp/gil and maybe a capturing device for real-time image processing. I can have it in the form of interleaved RGBA, upp is using, but I can't figure out a way other than copying channel values, pixel by pixel, from my GIL image type to upp image.

Ideally the code would look like this roughly.

```
// This is GIL code
rgb8_image_t gil_img;
.......
unsigned char* gil_data = interleaved_view_get_raw_data( view( img ));

// This is upp code
img.data = gil_data;  //<-- Of course this can't work
.....
```

Any ideas/suggestions?

Not sure whether it is really helpful, but Raster and RasterEncoder are classes intended for dealing with nonRGBA data...

The idea is to process always RGBA, but eventually use Raster / RasterEncoder as input / output for this processing.

Draw/Raster.h

Mirek