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Subject: [SOLVED] accessing pixels in JPEG created from memory buffer

Posted by [qwerty](#) on Mon, 18 May 2009 21:41:14 GMT

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posting question in different way:

how can I create JPEG image in U++ from memory buffer data(where real JPEG image data lies (String - when I '<<' to FileOut, viewer shows it right)) and how can I access pixels(RGB ideally) or whole 'uncompressed' data array, to work with it in different application, to make from that BMP-like data other object.

I can't get through it many hours.

thank you

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