
Subject: Re: accessing pixels in JPEG created from memory buffer

Posted by [mrjt](#) on Tue, 19 May 2009 08:25:45 GMT

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Make sure you add the package plugin/jpg to your project

// Load raw image into memory

FileIn fin(IMAGE_FILE_PATH);

if (!fin.IsOpen())

{ Exclamation("Unable to open file"); return; }

String raw = fin.Get((dword)fin.GetSize());

// Convert String to uncompressed Image

Image img = StreamRaster::LoadStringAny(raw);

// If you know the image format you could also use:

// Image img = JPGRaster().LoadString(raw);

if (IsNull(img))

{ Exclamation("Unknown/Bad image format"); return; }

// If you need to process the image use an ImageBuffer

ImageBuffer ib(img);

RGBA *q = ~ib;

RGBA *eoi = q + ib.GetLength();

while (q < eoi) {

// Do something to *q

++q;

}
