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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;
```

```
}
```

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