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Subject: Re: accessing pixels in JPEG created from memory buffer  
Posted by [koldo](#) on Tue, 19 May 2009 12:00:43 GMT  
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Hello qwerty

The mrjt sample is perfect.

I inclose you a little change for you to see the rows and cols handling:

```
// 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 modify the image use an ImageBuffer
ImageBuffer ib(img);
for (int row = 0; row < ib.GetHeight(); ++row) {
    RGBA *rowData = ib[row];
    for(int col = 0; col < ib.GetWidth(); col++) {
        rowData[col].red   = 255-rowData[col].red; // Inverting the colors
        rowData[col].green = 255-rowData[col].green;
        rowData[col].blue  = 255-rowData[col].blue;
    }
}
img = ib;
```

Here we are inverting the colors so for example red are converted to 255-red as the maximum value of a color is 255.

Best regards  
Koldo