Subject: Re: accessing pixels in JPEG created from memory buffer Posted by mirek on Tue, 19 May 2009 14:13:38 GMT View Forum Message <> Reply to Message

mrjt wrote on Tue, 19 May 2009 04:25Make sure you add the package plugin/jpg to your project
[code]// 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);

Or just:

Image img = StreamRaster::LoadFileAny(IMAGE_FILE_PATH);

Mirek