

---

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 04:25 Make 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

---