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

Posted by [mrjt](#) on Tue, 19 May 2009 16:33:44 GMT

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luzr wrote on Tue, 19 May 2009 15:13mrjt 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

He already had the raw JPG in memory from an incoming MPEG stream. The first bit is merely illustrative.

Incidentally, the first time I attempted to compile this the various image plugins were listed in TheIDE (SVN version compile two days ago), but weren't actually included in the build process. I had to add them to the project to compile it (which is what I would expect, but having them visible is misleading).

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