
Subject: Some simple way to convert Image into 1bpp raw data in memory?

Posted by [mr_ped](#) on Wed, 23 Jun 2010 12:59:21 GMT

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I thought it will be easy to do this, but can't figure it out.

```
Image RGBImage;  
BMPEncoder bmpencoder(1);  
bmpencoder.SaveFile("image.bmp", RGBImage);  
FileIn in("image.bmp");  
One<StreamRaster> raster = StreamRaster::OpenAny(in);  
//... then something like:  
const byte * data = raster->GetLine( y ).GetRawData();
```

this does convert RGBA image into 1bpp bmp, load it back from disk and then it's easy to read raw data trough const byte * data pointer.

Now I'm trying to cut out that unnecessary save/load on disk sequence, and I can't find any simple way.

So far it looks to me like these are only options:

- 1) create my own RawEncoder : StreamRasterEncoder which would do the 1bpp conversion in same way as BMPEncoder does it
- 2) use RasterFormat to do the conversion line by line (in such case I would like too see what's the simplest way to initialize it for RGBA (B&W only, no AA) -> 1bpp conversion.
- 3) use BMPEncoder on some memory stream and read it back from that stream like I'm doing it now from file?
- 4) give up and simply do my own conversion code (it's trivial as the source image is B&W only anyway, it's not true RGBA pic)

any upp guru to tell me which solution is nice and simple to do?
