
Subject: Loading 16 bits per channel Tiff files

Posted by [TimCoventry](#) on Sun, 02 Jan 2011 19:13:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi All,

Is there a way to load a 16 bits per colour channel Tiff file so that the full 16 bits can be accessed? Using StreamRaster::LoadFileAny loads the file but the returned Image is only 8 bits per colour channel.

Thank you.

Regards,
Tim
