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Subject: Re: Loading 16 bits per channel Tiff files  
Posted by [dolik.rce](#) on Sun, 02 Jan 2011 22:42:31 GMT  
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Hi Tim

It is a general property of libtiff that it returns 8bit samples. Also, the whole U++ interface uses 8bits per color, so it would be difficult to fit it in.

According to this mailing list however, you can access the 16bit values using other APIs such as TIFFReadScanline, TIFFReadEncodedStrip or TIFFReadTile. Those should be available in U++ in plugin/tif you will probably just have to include some additional header or declare the functions in your code. There are some relevant examples at <http://www.libtiff.org/libtiff.html> that look quite promising.

Best regards,  
Honza

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