
Subject: Re: Displaying raw image data
Posted by [keltor](#) on Fri, 26 Apr 2013 06:37:04 GMT
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Well, it seems that this solution does not work completely. Image expects a RGBA*, while I have an unsigned char*. Force-casting does not work (naturally), the image just displays some garbage.

Does anyone know an efficient way to solve this? Perhaps how to create a RawEncoder, similar to the existing JPEGEncoder?

Thank you,

Keltor
