Subject: Re: Displaying raw image data
Posted by keltor on Fri, 26 Apr 2013 09:06:37 GMT

Since I don't know Image too well (hence the newbie section), the only way I know how to solve the problem so far is to take 4 bytes, create an RGBA from them, and store it in an RGBA* sequentially. I was hoping for something a bit more optimised. It seems a bit of a waste of space and time...