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Subject: Re: Displaying raw image data

Posted by [dolik.rce](#) on Fri, 26 Apr 2013 11:31:53 GMT

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keltor wrote on Fri, 26 April 2013 08:37 Image expects a RGBA\*, while I have an unsigned char\*. Force-casting does not work (naturally), the image just displays some garbage. Casting should work, I do it quite often. The only restriction that your library must return data in same order as they are sorted in RGBA, that is {B,G,R,A} if I remember it correctly. Otherwise the color channels would be switched, which might result in garbled data as you describe.

Anyway, I'm glad to hear you found a working solution

Honza

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