Subject: How to load jpg/png images?
Posted by aroman on Tue, 25 Jul 2006 08:46:11 GMT
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How do I register the encoder/decoders and load jpeg and png images with the new system? In the old system, I used:

```
JpgEncoder::Register();
TifEncoder::Register();
GifEncoder::Register();
PngEncoder::Register();
```

How does it work now? A reference example or example app that demo'd this would be great! (I can make one if I figure out how to load the images)

- Augusto