
Subject: Re: JPEG Images do not get rotated correctly
Posted by [Oblivion](#) on Thu, 04 Oct 2018 09:28:13 GMT

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Hello Tom,

There seems to be support for EXIF rotation in U++, jpeg plugin, but I think its usage is -reasonably, IMO- left to client code.

See plugin/jpg/jpgupp.cpp, ln: 341, 343 (JpegRaster::Data::ExifDir):

```
if(type == BASE_IFD) {  
    if(tag == 0x112)  
        metadata.Add("orientation", Exif16(data));
```

Now, I did not test this yet, as I rarely work with jpg images directly, but it should be possible to extract the information using JpegRaster::GetMetaData("orientation").

Edit: Ok, I've tested it and it works with ImageView too:

```
void ImageView::Load(const char *filename)  
{  
    img.SetImage(Null);  
    FileIn in(filename);  
    One<StreamRaster> r = StreamRaster::OpenAny(in);  
    if(!r)  
        return;  
  
    JPGRaster *jpg = dynamic_cast<JPGRaster*>(~r);  
    if(jpg) {  
        DUMP(jpg->GetMetaData("orientation")); // will return "3" for the image you've provided.  
    }  
  
    Size rsz = img.GetSize();  
    Size isz = r->GetSize();  
    if(isz.cx >= rsz.cx || isz.cy >= rsz.cy) {  
        if(isz.cx * rsz.cx < rsz.cy * isz.cy)  
            rsz.cx = isz.cx * rsz.cy / isz.cy;  
        else  
            rsz.cy = isz.cy * rsz.cx / isz.cx;  
        ImageEncoder m;  
        Rescale(m, rsz, *r, isz);  
        img.SetImage(m);  
    }  
    else
```

```
    img.SetImage(r->GetImage());  
}
```

Best regards,
Oblivion
