
Subject: Re: JPEG Images do not get rotated correctly
Posted by [Tom1](#) on Thu, 04 Oct 2018 12:33:03 GMT
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Hi Oblivion,

Based on your findings, here's what needs to be done:

```
...
Image ring(r->GetImage());

JPGRaster *jpg = dynamic_cast<JPGRaster*>(~r);
if(jpg) {
    switch((int)jpg->GetMetaData("orientation")){
        // 1 = natural orientation
        case 2:
            ring=MirrorHorz(ring);
            break;
        case 3:
            ring=Rotate180(ring);
            break;
        case 4:
            ring=MirrorVert(ring);
            break;
        case 5:
            ring=RotateAntiClockwise(MirrorHorz(ring));
            break;
        case 6:
            ring=RotateClockwise(ring);
            break;
        case 7:
            ring=RotateClockwise(MirrorHorz(ring));
            break;
        case 8:
            ring=RotateAntiClockwise(ring);
            break;
    }
}
img.SetImage(ring);
...
```

But how to embed it in plugin/jpg in the correct place so that it just works quietly in the background?

Best regards,

Tom
