
Subject: Re: Issue loading TIFF images with plugin/TIF

Posted by [mirek](#) on Wed, 15 Feb 2023 07:15:20 GMT

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Tom1 wrote on Wed, 15 February 2023 07:56Hi Mirek,

Thanks for merging. Unfortunately two necessary orientation related details were dropped while merging:

```
bool TIFRaster::Data::Create()
```

```
{
    TIFFSetErrorHandler(NULL);
    TIFFSetErrorHandlerExt(NULL);
    TIFFSetWarningHandler(NULL);
    TIFFSetWarningHandlerExt(NULL);
```

```
tiff = TIFFStreamOpen("tiff@" + Format64((intptr_t)this, "r", &stream);
if(!tiff)
    return false;
```

```
int count = TIFFNumberOfDirectories(tiff);
```

```
if(count <= 0)
```

```
    return false;
```

```
for(int i = 0; i < count; i++) {
```

```
    Page& page = pages.Add();
```

```
    TIFFSetDirectory(tiff, i);
```

```
    TIFFGetField(tiff, TIFFTAG_IMAGEWIDTH, &page.width);
```

```
    TIFFGetField(tiff, TIFFTAG_IMAGELENGTH, &page.height);
```

```
    float xres, yres;
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_XRESOLUTION, &xres);
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_YRESOLUTION, &yres);
```

```
    uint16 resunit;
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_RESOLUTIONUNIT, &resunit);
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_BITSPERSAMPLE, &page.bits_per_sample);
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_SAMPLESPERPIXEL, &page.samples_per_pixel);
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_PHOTOMETRIC, &page.photometric);
```

```
    TIFFGetFieldDefaulted(tiff, TIFFTAG_ORIENTATION, &page.orientation); // << Actual
orientation must be picked up if present
```

```
    double dots_per_unit = (resunit == RESUNIT_INCH ? 600.0 : resunit ==
RESUNIT_CENTIMETER
    ? 600.0 / 2.54 : 0);
```

```
    page.dot_size.cx = (xres ? fround(page.width * dots_per_unit / xres) : 0);
```

```
    page.dot_size.cy = (yres ? fround(page.height * dots_per_unit / yres) : 0);
```

```
bool TIFRaster::Data::FetchPage()
```

```
{
```

```

if(page_error)
    return false;
if(page_fetched)
    return true;

cache_size = 0;
rows.Clear();
int64 bytes = row_bytes * (int64)height;
imagebuf.SetCount(size.cy * row_bytes, 0);

req_orientation = pages[page_index].orientation; // << This is needed in order to get the image in
its natural orientation and avoid crash

bool res = TIFFRGBAImageGet(this, 0, width, height);
TIFFRGBAImageEnd(this);
page_open = false;

page_fetched = true;
return true;
}

```

Best regards,

Tom

Uhm, sorry, I was cherrypicking...

What happened to

```

page.orientation = 1; // Default if no tag

```

```

attr.GetAdd("tiff_orientation") = Value((int)page.orientation);

```

?

Mirek