
Subject: StreamRasterEncoder?

Posted by [ptkacz](#) on Thu, 18 Jan 2018 04:29:45 GMT

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Hi Guys,

I've seen examples like,

```
Image img;
```

```
FileSel fs;
```

```
...
```

```
img = StreamRaster::LoadFileAny(~fs);
```

to read in an image stored in local storage, etc...

Thinking that StreamRasterEncoder probably works the same, but for encoding and writing out an image file, I've tried the following without success:

```
String file = "...";
```

```
ImageBuffer ib;
```

```
... do stuff...
```

```
Image img = ib;
```

```
StreamRasterEncoder::SaveFile(file.Begin(), img);
```

What I get is the following compiler error message, "error: cannot call member function 'bool Upp::StreamRasterEncoder::SaveFile(const char*, const Upp::Image&)' without object"

How does one invoke StreamRasterEncoder's SaveFile method?

Peter

Subject: Re: StreamRasterEncoder?

Posted by [ptkacz](#) on Sun, 21 Jan 2018 03:22:47 GMT

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Issue solved. Unfortunately it looks like one would inherit the StreamRasterEncoder class and build a class around that. The JPGEncoder, PNGEncoder and TIFEncoder classes fit the bill!

Peter
