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

Subject: Re: How to load jpg/png images?
Posted by mirek on Thu, 27 Jul 2006 15:20:45 GMT
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It is simple, no need to register anymore Just add the package and you are done.

BTW, that registering was needed to load "any" file anyway (loaders registered for generic routine). The original problem is that linker excludes unreferenced library modules, which includes even modules with global constructors used for registering.

However, some time ago we he introduced ".icpp" file extension which forces inclusion of object file via altered linking process. Now this is in action for image format plugins as well.

Mirek