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Subject: Loading 16 bits per channel Tiff files  
Posted by [TimCoventry](#) on Sun, 02 Jan 2011 19:13:40 GMT  
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Hi All,

Is there a way to load a 16 bits per colour channel Tiff file so that the full 16 bits can be accessed? Using StreamRaster::LoadFileAny loads the file but the returned Image is only 8 bits per colour channel.

Thank you.

Regards,  
Tim

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Subject: Re: Loading 16 bits per channel Tiff files  
Posted by [dolik.rce](#) on Sun, 02 Jan 2011 22:42:31 GMT  
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Hi Tim

It is a general property of libtiff that it returns 8bit samples. Also, the whole U++ interface uses 8bits per color, so it would be difficult to fit it in.

According to this mailing list however, you can access the 16bit values using other APIs such as TIFFReadScanline, TIFFReadEncodedStrip or TIFFReadTile. Those should be available in U++ in plugin/tif you will probably just have to include some additional header or declare the functions in your code. There are some relevant examples at <http://www.libtiff.org/libtiff.html> that look quite promising.

Best regards,  
Honza

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Subject: Re: Loading 16 bits per channel Tiff files  
Posted by [TimCoventry](#) on Mon, 03 Jan 2011 19:05:37 GMT  
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Hi Honza,

Thanks for the quick response. I will look into the TIFFReadScanline and TIFFReadTile functions. The libtiff link looks quite usefull.

Regards,

Tim

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Subject: Re: Loading 16 bits per channel Tiff files  
Posted by [tojocky](#) on Fri, 29 Apr 2011 11:45:14 GMT  
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TimCoventry wrote on Mon, 03 January 2011 21:05Hi Honza,

Thanks for the quick response. I will look into the TIFFReadScanline and TIFFReadTile functions.  
The libtiff link looks quite usefull.

Regards,  
Tim

Hello Tim,

Did you resolve with 16bit tif image?

Have you an example with U++?

Thank you in advance!

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