

[Home](#) / [ASP.NET Forums](#) / [General ASP.NET](#) / [Web API](#) / [Creating HttpResponseMessage manually vs using using Request.CreateRe...](#)

# Creating HttpResponseMessage manually vs using using Request.CreateResponse method [Answered]

1 reply

Last post Jun 01, 2012 12:01 PM by [marcind](#)

## Creating HttpResponseMessage manually vs using using Request.CreateResponse method

Jun 01, 2012 11:51 AM | [cincura.net](#)

Hi \*,

if I create HttpResponseMessage manually, i.e.:

```
var result = new HttpResponseMessage();
result.Content = new StreamContent(someStream);
result.Content.Headers.ContentType = new MediaTypeHeaderValue("image/png");
return result;
```

all is OK. But if I replace this with call Request.CreateResponse I get a error that there's no formatter handling Stream to image/png. Is it expected? Shouldn't the behavior be consistent? And is the approach above valid or am I missing something that will show up later?

Thanks JC

## Re: Creating HttpResponseMessage manually vs using using Request.CreateResponse method

Jun 01, 2012 12:01 PM | [marcind](#)

The behavior you are seeing is expected. When you call the Request.CreateResponse helpers and pass in a model value the system will perform a process called content negotiation that tries to find the most appropriate MediaTypeFormatter (and object that can serialize a given value to a particular format) for the given situation. Since by default the system is not configured to serialize objects of type Stream to a format that represents the image/png media type you are seeing this error.

Since in your particular case you simply want to stream some bytes as a particular media type I recommend you stay with the code you have right now.

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