



▲ LightBuzz JPEG for Unity3D




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LightBuzz.Jpeg Namespace

LightBuzz JPEG: a super-fast JPEG Encoder/Decoder for Unity3D. Runs on any thread.





▲ Classes

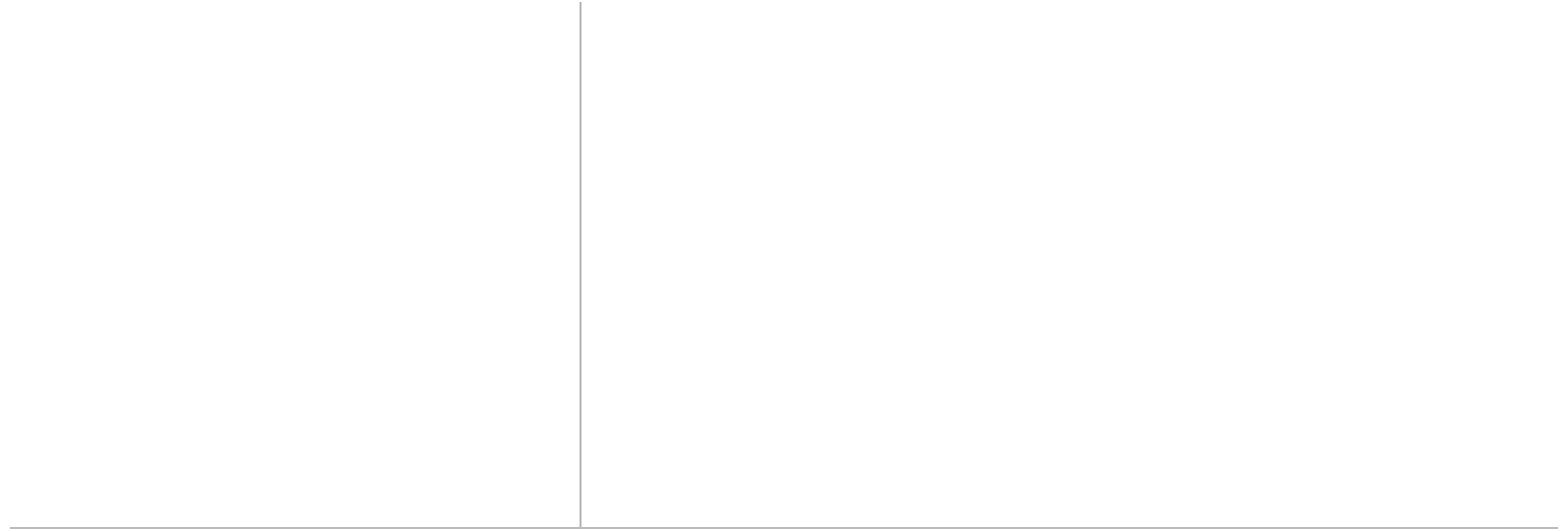
	Class	Description
	JpegDecoder	A super-fast JPEG decoder.
	JpegEncoder	A super-fast JPEG encoder.
	JpegImage	Encapsulates a JPEG image managed object.

▲ Structures

	Structure	Description
	JpegImageInfo	Represents the JPEG image header information.

▲ Enumerations

	Enumeration	Description
	ColorSpace	The JPEG color space.
	Flag	Custom flags for the LibJPEG-Turbo native calls.
	PixelFormat	The pixel format of an uncompressed raw bitmap.
	Subsampling	The chroma subsampling.





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JpegDecoder Class

A super-fast JPEG decoder.

▴ Inheritance Hierarchy

[System.Object](#)
[LightBuzz.Jpeg.JpegDecoder](#)

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

C++

[Copy](#)

```
public class JpegDecoder : IDisposable
```

The [JpegDecoder](#) type exposes the following members.










▴ Constructors

	Name	Description
	JpegDecoder	Create a new instance of the JpegDecoder .

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▴ Methods

	Name	Description
	Decode(Byte[])	Decodes a JPEG image to a byte array.
	Decode(Byte[], PixelFormat, Flag)	Decodes a JPEG image to a managed object.
	Decode(Byte[], PixelFormat, Flag, Int32, Int32)	Decodes a JPEG image to a byte array.

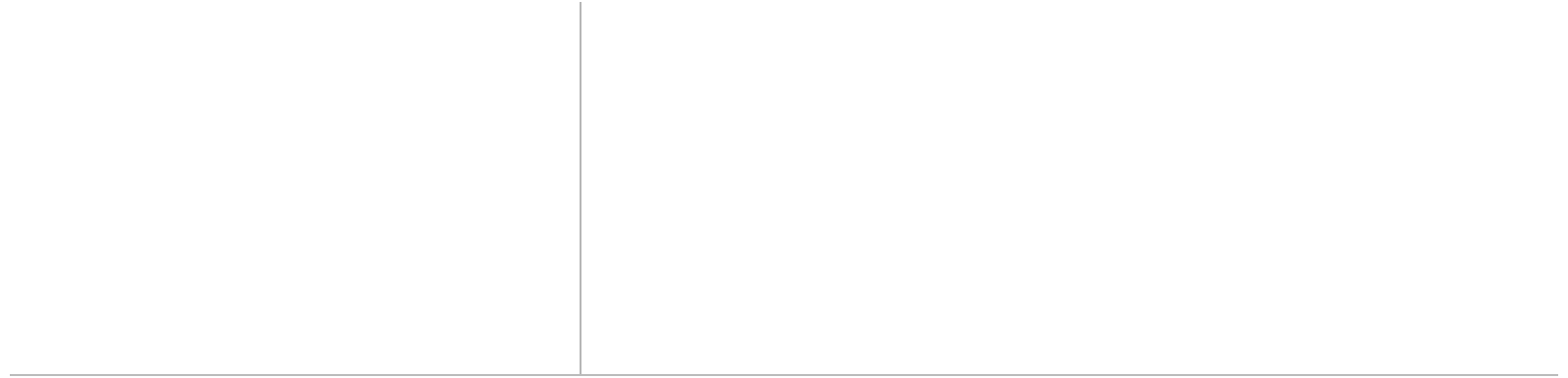
	Dispose	Deallocates the unmanaged resources.
	Equals	(Inherited from Object .)
	Finalize	Disposes the JpegDecoder and deallocates the unmanaged resources. (Overrides Object.Finalize() .)
	GetHashCode	(Inherited from Object .)
	GetImageInfo(IntPtr, UInt64, PixelFormat)	Retrieves the header information of the JPEG image without decompressing it.
	GetImageInfo(IntPtr, UInt64, PixelFormat, Int32, Int32, Int32, Int32, Int32)	Retrieves the header information of the JPEG image without decompressing it.
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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JpegEncoder Class

A super-fast JPEG encoder.

▲ Inheritance Hierarchy

[System.Object](#)
[LightBuzz.Jpeg.JpegEncoder](#)

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

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```
public class JpegEncoder : IDisposable
```

The [JpegEncoder](#) type exposes the following members.












▲ Constructors

	Name	Description
	JpegEncoder	Create a new instance of the JpegEncoder .

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▲ Methods

	Name	Description
	Dispose	Deallocates the unmanaged resources.
	Encode(Byte[], Int32, Int32)	Encodes raw bitmap data to JPEG.
	Encode(Byte[], Int32, Int32, Int32)	Encodes raw bitmap data to JPEG.

	Encode(Byte[], Int32, Int32, Single)	Encodes raw bitmap data to JPEG.
	Encode(Byte[], Int32, Int32, Int32, PixelFormat)	Encodes raw bitmap data to JPEG.
	Encode(Byte[], Int32, Int32, Single, PixelFormat)	Encodes raw bitmap data to JPEG.
	Encode(Byte[], Int32, Int32, Int32, PixelFormat, Flag)	Encodes raw bitmap data to JPEG.
	Encode(Byte[], Int32, Int32, Single, PixelFormat, Flag)	Encodes raw bitmap data to JPEG.
	Equals	(Inherited from Object .)
	Finalize	Disposes the JpegEncoder and deallocates the unmanaged resources. (Overrides Object.Finalize() .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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JpegImage Class

Encapsulates a JPEG image managed object.

▴ Inheritance Hierarchy

[System.Object](#)
[LightBuzz.Jpeg.JpegImage](#)

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)


▴ Syntax

C#C++Copy

```
public class JpegImage
```





The [JpegImage](#) type exposes the following members.

▴ Constructors

	Name	Description
	JpegImage	Initializes a new instance of the JpegImage class







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▴ Properties

	Name	Description
	Data	The raw data of the image.
	Flag	LibJPEG-Turbo flag of the image.
	Info	The header information of the image.
	PixelFormat	The pixel format of the image.

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Methods

	Name	Description
	Equals	(Inherited from Object.)
	Finalize	(Inherited from Object.)
	GetHashCode	(Inherited from Object.)
	GetType	(Inherited from Object.)
	MemberwiseClone	(Inherited from Object.)
	ToString	(Inherited from Object.)

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 - ▾ **JpegImageInfo Structure**
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JpegImageInfo Structure

Represents the JPEG image header information.

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)






▲ Syntax

C#C++Copy

```
public struct JpegImageInfo
```





The [JpegImageInfo](#) type exposes the following members.

▲ Properties

	Name	Description
	BufferSize	The size of the image buffer.
	ColorSpace	The color space of the image.
	Height	The height of the image.
	Stride	The stride of the image.
	Width	The width of the image.

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▲ Methods

	Name	Description
	Equals	(Inherited from ValueType .)
	GetHashCode	(Inherited from ValueType .)
	GetType	(Inherited from Object .)
	ToString	(Inherited from ValueType .)

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ColorSpace Enumeration

The JPEG color space.

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

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```
public enum ColorSpace
```

▲ Members

	Member name	Value	Description
	RGB	0	RGB color space.
	YCbCr	1	YCbCr color space.
	GRAY	2	Grayscale color space.
	CMYK	3	CMYK color space.
	YCCK	4	YCCK color space.

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Flag Enumeration

Custom flags for the LibJPEG-Turbo native calls.

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)

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```
public enum Flag
```

Members

	Member name	Value	Description
	NONE	0	No flags are set.
	BOTTOMUP	2	Determines that the uncompressed raw image is stored in bottom-up order.
	FASTUPSAMPLE	256	Uses the fastest chrominance upsampling.
	NOREALLOC	1024	Disables buffer reallocation.
	FASTDCT	2048	Uses the fastest DCT/IDCT algorithm available in the underlying codec.
	ACCURATEDCT	4096	Uses the most accurate

DCT/IDCT
algorithm
available in the
underlying
codec.

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PixelFormat Enumeration

The pixel format of an uncompressed raw bitmap.

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

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```
public enum PixelFormat
```

Members

	Member name	Value	Description
	RGB	0	RGB.
	BGR	1	BGR.
	RGBX	2	RGBX.
	BGRX	3	BGRX.
	XBGR	4	XBGR.
	XRGB	5	XRGB.
	GRAY	6	Grayscale.
	RGBA	7	RGBA.
	BGRA	8	BGRA.
	ABGR	9	ABGR.
	ARGB	10	ARGB.
	CMYK	11	CMYK.

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Subsampling Enumeration

The chroma subsampling.

Namespace: [LightBuzz.Jpeg](#)
Assembly: LightBuzz.Jpeg.Helper (in LightBuzz.Jpeg.Helper.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#C++Copy

```
public enum Subsampling
```

▲ Members

	Member name	Value	Description
	Samp444	0	4:4:4 scheme.
	Samp422	1	4:2:2 scheme.
	Samp420	2	4:2:0 scheme.
	SampGray	3	Grayscale scheme.
	Samp440	4	4:4:0 scheme.
	Max	5	Maximum subsampling.

▲ See Also

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