

Beim Arbeiten mit
libpfm (Laden,
Speichern)

Beim Speichern.
In ImageT
gespeichert.

Zur Laufzeit
intern.

int (PFM Storage Type)
PFM_FLOAT
PFM_SINT
PFM_UINT
PFM_SINT16
PFM_UINT16
PFM_BYTE
PFM_BIT
PFM_3BYTE
PFM_DOUBLE

PFM Type
PFM_FLOAT_ASCII
PFM_INT_ASCII
...

NetPBM Format
PBM
PGM
PPM

Ga::FileType
_PFM_FLOAT
_PFM_SINT
_PFM_UINT
_PFM_SINT16
_PFM_UINT16
_PGM
_PBM
_PPM
_UNKNOWN

std::type_id
bool
char
signed char
unsigned char
signed short
unsigned short
signed int
unsigned int
float
double

