NAME

TIFFReadTile − read and decode a tile of data from an open TIFF file

SYNOPSIS

#include <tiffio.h>

tsize_t TIFFReadTile(TIFF *_tif_, tdata_t _buf_, uint32 _x_, uint32 _y_, uint32 _z_, tsample_t _sample_)

DESCRIPTION

Return the data for the tile *containing* the specified coordinates. The data placed in *buf* are returned decompressed and, typically, in the native byte- and bit-ordering, but are otherwise packed (see further below). The buffer must be large enough to hold an entire tile of data. Applications should call the routine *TIFFTileSize* to find out the size (in bytes) of a tile buffer. The *x* and *y* parameters are always used by *TIFFReadTile*. The *z* parameter is used if the image is deeper than 1 slice (*ImageDepth*>1). The *sample* parameter is used only if data are organized in separate planes (*PlanarConfiguration*=2).

NOTES

The library attempts to hide bit- and byte-ordering differences between the image and the native machine by converting data to the native machine order. Bit reversal is done if the *FillOrder* tag is opposite to the native machine bit order. 16- and 32-bit samples are automatically byte-swapped if the file was written with a byte order opposite to the native machine byte order,

RETURN VALUES

TIFFReadTile returns −1 if it detects an error; otherwise the number of bytes in the decoded tile is returned.

DIAGNOSTICS

All error messages are directed to the **TIFFError**(3TIFF) routine.

SEE ALSO

TIFFCheckTile(3TIFF), **TIFFComputeTile**(3TIFF), **TIFFOpen**(3TIFF), **TIFFReadEncodedTile**(3TIFF), **TIFFReadRawTile**(3TIFF), **libtiff**(3TIFF)

Libtiff library home page: **http://www.simplesystems.org/libtiff/**