# TIFFReadEncodedTile

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## NAME

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

## SYNOPSIS

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|  | **#include <tiffio.h>**  **int TIFFReadEncodedTile(TIFF \****tif***, ttile\_t** *tile***, tdata\_t** *buf***, tsize\_t** *size***)** |

## DESCRIPTION

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|  | Read the specified tile of data and place up to *size* bytes of decompressed information in the (user supplied) data buffer. |

## NOTES

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|  | The value of *tile* is a ‘‘raw tile number.’’ That is, the caller must take into account whether or not the data are organized in separate planes (*PlanarConfiguration*=2). *TIFFComputeTile* automatically does this when converting an (x,y,z,sample) coordinate quadruple to a tile number. To read a full tile of data the data buffer should be at least as large as the value returned by *TIFFTileSize*.  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

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|  | The actual number of bytes of data that were placed in *buf* is returned; *TIFFReadEncodedTile* returns −1 if an error was encountered. |

## DIAGNOSTICS

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

## SEE ALSO

|  |  |
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|  | **TIFFOpen**(3TIFF), **TIFFReadRawTile**(3TIFF), **TIFFReadTile**(3TIFF), **libtiff**(3TIFF)  Libtiff library home page: **http://www.simplesystems.org/libtiff/** |