# TIFFReadTile

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## NAME

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

## SYNOPSIS

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| --- | --- |
|  | **#include <tiffio.h>**  **tsize\_t TIFFReadTile(TIFF \****tif***, tdata\_t** *buf***, uint32** *x***, uint32** *y***, uint32** *z***, tsample\_t** *sample***)** |

## DESCRIPTION

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|  | 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

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

## DIAGNOSTICS

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

## SEE ALSO

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