# TIFFWriteEncodedTile

[NAME](#gjdgxs)

[SYNOPSIS](#30j0zll)

[DESCRIPTION](#1fob9te)

[NOTES](#3znysh7)

[RETURN VALUES](#2et92p0)

[DIAGNOSTICS](#tyjcwt)

[SEE ALSO](#3dy6vkm)

## NAME

|  |  |
| --- | --- |
|  | TIFFWritedEncodedTile − compress and write a tile of data to an open TIFF file |

## SYNOPSIS

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

## DESCRIPTION

|  |  |
| --- | --- |
|  | Compress *size* bytes of raw data from *buf* and **append** the result to the end of the specified tile. Note that 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 places (*PlanarConfiguration*=2). *TIFFComputeTile* automatically does this when converting an (x,y,z,sample) coordinate quadruple to a tile number. |

## NOTES

|  |  |
| --- | --- |
|  | The library writes encoded data using the native machine byte order. Correctly implemented TIFF readers are expected to do any necessary byte-swapping to correctly process image data with BitsPerSample greater than 8. |

## RETURN VALUES

|  |  |
| --- | --- |
|  | −1 is returned if an error was encountered. Otherwise, the value of *size* is returned. |

## DIAGNOSTICS

|  |  |
| --- | --- |
|  | All error messages are directed to the **TIFFError**(3TIFF) routine.  **%s: File not open for writing**. The file was opened for reading, not writing.  **Can not write tiles to a stripped image**. The image is assumed to be organized in strips because neither of the *TileWidth* or *TileLength* tags have been set with **TIFFSetField**(3TIFF).  **%s: Must set "ImageWidth" before writing data**. The image’s width has not be set before the first write. See **TIFFSetField**(3TIFF) for information on how to do this.  **%s: Must set "PlanarConfiguration" before writing data**. The organization of data has not be defined before the first write. See **TIFFSetField**(3TIFF) for information on how to do this.  **%s: No space for tile arrays"**. There was not enough space for the arrays that hold tile offsets and byte counts. |

## SEE ALSO

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