# TIFFBUFFER

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## NAME

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|  | TIFFReadBufferSetup, TIFFWriteBufferSetup − I/O buffering control routines |

## SYNOPSIS

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|  | **#include <tiffio.h>  int TIFFReadBufferSetup(TIFF \****tif***, tdata\_t** *buffer***, tsize\_t** *size***); int TIFFWriteBufferSetup(TIFF \****tif***, tdata\_t** *buffer***, tsize\_t** *size***);** |

## DESCRIPTION

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|  | The following routines are provided for client-control of the I/O buffers used by the library. Applications need never use these routines; they are provided only for ‘‘intelligent clients’’ that wish to optimize memory usage and/or eliminate potential copy operations that can occur when working with images that have data stored without compression.  *TIFFReadBufferSetup* sets up the data buffer used to read raw (encoded) data from a file. If the specified pointer is NULL (zero), then a buffer of the appropriate size is allocated. Otherwise the caller must guarantee that the buffer is large enough to hold any individual strip of raw data. *TIFFReadBufferSetup* returns a non-zero value if the setup was successful and zero otherwise.  *TIFFWriteBufferSetup* sets up the data buffer used to write raw (encoded) data to a file. If the specified *size* is −1 then the buffer size is selected to hold a complete tile or strip, or at least 8 kilobytes, whichever is greater. If the specified *buffer* is NULL (zero), then a buffer of the appropriate size is dynamically allocated. *TIFFWriteBufferSetup* returns a non-zero value if the setup was successful and zero otherwise. |

## DIAGNOSTICS

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|  | **%s: No space for data buffer at scanline %ld**. *TIFFReadBufferSetup* was unable to dynamically allocate space for a data buffer.  **%s: No space for output buffer**. *TIFFWriteBufferSetup* was unable to dynamically allocate space for a data buffer. |

## SEE ALSO

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