libCbg

Develop Docs

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Contents

```
cbg_enc_default
( int height,
  int width,
  int color_depth,
  unsigned char/BYTE *raw_pixel_buffer)
```

Explanation:

- Encode to cbg image format by pixels in raw pixel buffer and use height, width and depth you pass. Write the cbg bit stream (include “CompressedBG___” magic bytes and all file header information.) in bit stream buffer. Return bit stream buffer pointer.
- libcbg will use default key (0x31676263 or “cbg1”) and write default encoder information (“bylibcbg”).
- libcbg will use default huffman coding settings(multithreads).

Error codes:

- 0x1: Pixels quantity are not enough if use you pass height and width.

  Tips: check your pixel quantity and rebuild the raw pixel.
- 0x2: Height or width are wrong. (negative or zero).

  Tips: check height and width and pass a correct num.
- 0x3: Wrong or not support color depth.

  Tips: check color depth and pass a correct num.

```
cbg_enc_advanced
( int height,
  int width,
  int color_depth,
  unsigned int/DWORD key,
  char *encoder_information,
  bool huffman_coding_settings,
  unsigned char/BYTE *raw_pixel_buffer )
```

Explanation:

- Encode to cbg image format by pixels in raw pixel buffer and use height, width, depth and key you pass. Write the cbg bit stream(include “CompressedBG___” magic bytes and all file header information.) in bit stream buffer. Return bit stream buffer pointer.
- libcbg will write encoder information you pass.
- libcbg will use singlethread if the huffman coding settings is false, and will use multithreads if it is true.

  Tips: libcbg will not use less memory if you use singlethread coding. Maybe support in next version? (maybe).

Error codes:

- 0x1: Pixels quantity are not enough if use you pass height and width.

  Tips: check your pixel quantity and rebuild the raw pixel.
- 0x2: Height or width are wrong.(negative or zero).

Tips: check height and width and pass a correct num.

- 0x3: Wrong or not support color depth.

  Tips: check color depth and pass a correct num.

Warning codes:

- 0x101: Encoder information is too long(Out of 8 bytes).

  Tips: libcbg will only be use first 8 bytes character.

```
cbg_encToFile_default
( int height,
  int width,
  int color_depth,
  unsigned char/BYTE *raw_pixel_buffer,
  char *filename)
```

Explanation:

- Encode to cbg image format by pixels in raw pixel buffer and use height, width and depth you pass. Write the cbg bit stream (include "CompressedBG___" magic bytes and all file header information.) in bit stream buffer. Write the bit stream in a file you designated.
- libcbg will use default key (0x31676263 or "cbg1") and write default encoder information ("bylibcbg").
- libcbg will use default huffman coding settings(multithreads).

Error codes:

- 0x1: Pixels quantity are not enough if use you pass height and width.

  Tips: check your pixel quantity and rebuild the raw pixel.
- 0x2: Height or width are wrong.(negative or zero).

  Tips: check height and width and pass a correct num.
- 0x3: Wrong or not support color depth.

  Tips: check color depth and pass a correct num.

Warning codes:

- 0x101: filename is empty(NULL).

  Tips: libcbg will use default filename(output.cbg).

```
cbg_encToFile_advanced
( int height,
  int width,
  int color_depth,
  unsigned int/DWORD key,
  char *encoder_information,
  bool huffman_coding_settings,
  unsigned char/BYTE *raw_pixel_buffer,
  char *filename)
```

Explanation:

- Encode to cbg image format by pixels in raw pixel buffer and use height, width, depth and key you pass. Write the cbg bit stream(include “CompressedBG___” magic bytes and all file header information.) in bit stream buffer. Write the bit stream in a file you designated.
- libcbg will write encoder information you pass.
- libcbg will use singlethread if the huffman coding settings is false, and will use multithreads if it is true.

  Tips: libcbg will not use less memory if you use singlethread coding. Maybe support in next version? (maybe).

Error codes:

- 0x1: Pixels quantity are not enough if use you pass height and width.

  Tips: check your pixel quantity and rebuild the raw pixel.

- 0x2: Height or width are wrong.(negative or zero).

  Tips: check height and width and pass a correct num.

- 0x3: Wrong or not support color depth.

  Tips: check color depth and pass a correct num.

Warning codes:

- 0x101: Encoder information is too long(Out of 8 bytes).

  Tips: libcbg will only be use first 8 bytes character.

- 0x102: filename is empty(NULL).

  Tips: libcbg will use default filename(output.cbg).

```
cbg_get_trans_pixel
( int height,
  int width,
  int color_depth,
  unsigned char/BYTE *raw_pixel_buffer)
```

Explanation:

- Transform the pixels from raw pixel buffer to cbg format used pixels. Use height, width and depth you pass. Write the transformed pixel stream in a buffer. Return this buffer pointer.

Error codes:

- 0x1: Pixels quantity are not enough if use you pass height and width.
  Tips: check your pixel quantity and rebuild the raw pixel.
- 0x2: Height or width are wrong.(negative or zero).
  Tips: check height and width and pass a correct num.
- 0x3: Wrong or not support color depth.
  Tips: check color depth and pass a correct num.

```
cbg_get_huffman_stream
( int height,
  int width,
  int color_depth,
  unsigned char/BYTE *raw_pixel_buffer)
```

Explanation:

- Encode the pixels to cbg format style huffman coding(cbg format is using a special huffman tree).Use height, width and depth you pass. Write the huffman coding bit stream in a buffer. Return this buffer pointer.
- libcbg will use default huffman coding settings(multithreads).

Error codes:

- 0x1: Pixels quantity are not enough if use you pass height and width.

  Tips: check your pixel quantity and rebuild the raw pixel.
- 0x2: Height or width are wrong. (negative or zero).

  Tips: check height and width and pass a correct num.
- 0x3: Wrong or not support color depth.

  Tips: check color depth and pass a correct num.