



Irrlicht Engine

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Write IImage as JPG to Buffer



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Author

Message

Xanthus

Posted: Fri Jan 16, 2009 10:51 am Post subject: Write IImage as JPG [quote](#)

Joined: 07 Nov 2008
Posts: 2

Hello,

with following code

Code:

```
driver->writeImageToFile(imageTmp, filename);
```

i am able to save an image as jpg to the hard disk. Is there a possibility to write this jpg image in a buffer?

thx

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hybrid
Admin

Posted: Fri Jan 16, 2009 11:56 am Post subject: [quote](#)

Joined: 19 Apr 2006
Posts: 7672
Location: Oldenburg(Oldb),
Germany

What is a buffer?

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rogerborg
Admin

Posted: Fri Jan 16, 2009 1:55 pm Post subject: [quote](#)

I assume that he means writing an image to a RAM buffer rather than out to file.



Joined: 09 Oct 2006
Posts: 3446
Location: Scotland -
gonnae no slag aff mah
Engleesh

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rogerborg

Admin



Joined: 09 Oct 2006
Posts: 3446
Location: Scotland -
gonnae no slag aff mah
Engleesh

We could add some appropriate methods. Well, to be honest, I'm already doing it. 😊

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Posted: Fri Jan 16, 2009 2:23 pm Post subject:



OK, added on the trunk in SVN 2081, tested on Windows so far.

Add IFileSystem::createMemoryWriteFile() to allow writing to memory.

Add an IVideoDriver::writeImageToFile() overload that takes an IWriteFile.

(internal) Replace CMemoryReadFile with CMemoryFile that also implements IWriteFile.

Usage is (e.g.):

Code:

```
// Ensure this is big enough to hold the image!
const u32 BUFFER_SIZE = 160 * 120 * 4;
buffer = new c8[BUFFER_SIZE];
memoryFile =
device->getFileSystem()->createMemoryWriteFile(buffer,
BUFFER_SIZE, "foo", false);
irr::video::IImage * screenshot =
driver->createScreenShot();
driver->writeImageToFile(screenshot, memoryFile, ".png");

// The screenshot is now in the memory buffer, as a .png
```

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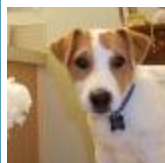
Posted: Fri Jan 16, 2009 3:09 pm Post subject:



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vitek

Bug Slayer



Joined: 16 Jan 2006
Posts: 3182
Location: Corvallis, OR

rogerborg wrote:**Code:**

```
memoryFile =  
device->getFileSystem()->createMemoryWriteFile(buffer,  
BUFFER_SIZE, "foo", false);  
irr::video::IImage * screenshot =  
driver->createScreenShot();  
driver->writeImageToFile(screenshot, memoryFile,  
".png");
```

Is there some reason that you opted to use an additional parameter to *writeImageToFile()* to determine the image format instead of just using the extension on the file? I understand that it allows the user to write the data in any format they choose once the *IWriteFile* has been created, but it does allow for the following to occur...

Code:

```
io::IWriteFile* file =  
fileSystem->createWriteFile("image.png");  
driver->writeImageToFile(screenshot, file, ".jpg");  
// now we have image.png that contains jpeg data. the image  
// readers  
// will not be able to read this (it passes the extension  
// test for the png  
// reader, but will fail when reading the header. the jpeg  
// reader will  
// never see it because it doesn't pass the extension test  
// for the jpeg  
// reader).
```

Also, is there some reason that you didn't create a separate class for memory writing? IMO, it would be useful for the buffer that backs the file to grow dynamically, and it would be consistent with the usage for normal files. Perhaps something like this...

Code:

```
core::stringc buffer; // this is where the data goes. could  
use array<u8> instead  
buffer.reserve(1024);  
  
io::IWriteFile* memoryFile =  
device->getFileSystem()->createMemoryWriteFile(buffer,  
"foo.jpg");
```

Just some questions... :)

Travis

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rogerborg

Admin



Joined: 09 Oct 2006

Posts: 3446

Location: Scotland -
gonnae no slag aff mah
Engleesh

Posted: Fri Jan 16, 2009 3:43 pm Post subject:



vitek wrote:

Is there some reason that you opted to use an additional parameter to `writeImageToFile()` to determine the image format instead of just using the extension on the file?

Fixed in SVN 2082, thanks.

vitek wrote:

Also, is there some reason that you didn't create a seperate class for memory writing? IMO, it would be useful for the buffer that backs the file to grow dynamically, and it would be consistent with the usage for normal files.

I did start doing that, but simply ran out of time (this was a lunchtime freebie) and made a minor modification to `CMemoryReadFile` instead.

It could still be done that way, if we can find someone with SVN access who has the time to do it. Know of anyone? Or any *candidates*?



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