How to create byte array from HttpPostedFile

Ask Question

145

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I'm using an image component that has a FromBinary method. Wondering how do I convert my input stream into a byte array

```
HttpPostedFile file = context.Request.Files[0];
byte[] buffer = new byte[file.ContentLength];
file.InputStream.Read(buffer, 0, file.ContentLength);

ImageElement image = ImageElement.FromBinary(byteArray);
```

c# arrays

edited Mar 26 '17 at 4:22
Cœur
19.4k 10 116 155

asked Dec 11 '08 at 16:13
frosty
2,828 14 74 120

how are we posting the file in another .aspx page? – shivi Jun 23 '15 at 1:42

Doesn't this line **file.InputStream.Read(buffer, 0, file.ContentLength);** fill the buffer with bytes from the input stream? Why should we use **BinaryReader.ReadBytes(...)** as mentioned by @Wolfwyrd in the answer below? Won't **ImageElement.FromBinary(buffer);** fix the problem? – Srinidhi Shankar Jun 20 '17 at 6:00

6 Answers

270

Use a BinaryReader object to return a byte array from the stream like:

```
byte[] fileData = null;
using (var binaryReader = new BinaryReader(Request.Files[0].InputStr
{
    fileData = binaryReader.ReadBytes(Request.Files[0].ContentLength
}
```

edited May 5 '11 at 10:17
Robert MacLean
28.1k 24 94 143

answered Dec 11 '08 at 16:32
Wolfwyrd
13.3k 5 38 66

1 As mentioned below by jeff, b.ReadBytes(file.InputStream.Length); should be byte[] binData = b.ReadBytes(file.ContentLength); as .Length is a long whereas ReadBytes expects an int. – Spongeboy Dec 17 '09 at 4:13

Remember to close the BinaryReader. – Chris Dwyer Jun 1 '10 at 17:00

Work like a charm. Thank you for this simple solution (with the comments of jeff, Spongeboy and Chris)! – David Jun 9 '10 at 14:59

28 Binary reader doesn't have to be closed, because there is a using that is automaticaly closing the reader on disposal – BeardinaSuit Oct 28 '11 at 13:14

1 Any idea on why this wouldn't work for a .docx file? stackoverflow.com/questions/19232932/… – wilsjd Oct 7 '13 at 19:42

2

For images if your using Web Pages v2 use the WebImage Class

```
var webImage = new System.Web.Helpers.WebImage(Request.Files[0].Inpu
byte[] imgByteArray = webImage.GetBytes();
```

answered May 13 '16 at 11:07

Jodda

24 4

2

before stream.copyto, you must reset stream.position to 0; then it works fine.

edited Jan 23 '14 at 7:47

Ipapp

42.8k 13 77 105

answered Jan 23 '14 at 7:29

xpfans

51 2

22

```
BinaryReader b = new BinaryReader(file.InputStream);
byte[] binData = b.ReadBytes(file.InputStream.Length);
```

line 2 should be replaced with

```
byte[] binData = b.ReadBytes(file.ContentLength);
```

edited Jan 2 '14 at 15:26

Andre Figueiredo

7,716 5 33 62

answered Mar 18 '09 at 17:11

jeff

11

It won't work if your file InputStream.Position is set to the end of the stream. My additional lines:

```
Stream stream = file.InputStream;
stream.Position = 0;
```

answered Dec 10 '12 at 17:20

tinamou
2,084 3 19 25

10 you could have just done `file.InputStream.Position = 0;` – Serj Sagan Jun 1 '13 at 5:31

3

in your question, both buffer and byteArray seem to be byte[]. So:

```
ImageElement image = ImageElement.FromBinary(buffer);
```

answered Dec 11 '08 at 16:36

devio
32.8k 5 65 129