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Subject: **Re: libjpeg, reading a jpeg image from memory instead of from file**

Date: 06/26/2000

Author: [Phil Norman](#) <Phil.Norman@genedata.com>

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On Sat, 24 Jun 2000 18:25:10 GMT,
 S. Aalberts <S.Aalberts@mail.student.utwente.nl> wrote:

>
 >i have a jpeg file in memory and i want libjpeg to decompress it so i can
 >use the uncompressed pixels.
 >
 >the problem is.....libjpeg expect a FILE to read from
 >
 >FILE *fil;
 >**jpeg_stdio_src**(&cinfo, fil);
 >
 >but i don't have a fil but an array of bytes.
 >
 >so.....which method to use...or.....how do i make a FILE (struct) on (over)
 >an array of bytes.

You read the bit of the documentation which tells you how to write a custom data input stage (it might not be called exactly that, but it shouldn't take long to find the relevant section). The file-reading input stage supplied with the library is one example of such - just replace that with your own set of function pointers and you're away.


In your case, having the entire file sitting about in memory, it should be trivial - it only gets more tricky if you have an interruptable input stream (lots of nasty longjumps... *shudder*).


Cheers,
 Phil

--
 :wq

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