



Chargement d'une image

Le 25 juin 2008, à 0:52 par Ulhume...

Chargement d'une image en divers langages.

```
#include <jpeglib.h>
#include <jerror.h>
using namespace std;
bool doLoadImage(int parameter) {
    unsigned char image (unsigned char )malloc(3840 1024 3
        sizeof(unsigned char));
    struct jpeg_decompress_struct cinfo;
    struct jpeg_error_mgr jerr;
    FILE file;
    unsigned char ligne;
    int i, j;
    cinfo.err jpeg_std_error( jerr);
    jpeg_create_decompress( cinfo);
    if ((file fopen("./test.jpg", "rb")) NULL) {
        fprintf(stderr, "Erreur : impossible d'ouvrir le fichier texture.jpg\n");
        exit(1);
    }
    jpeg_stdio_src( cinfo, file);
    jpeg_read_header( cinfo, TRUE);

    bool check(cinfo.image_width 3840 || cinfo.image_height 1024;
        jpeg_start_decompress( cinfo);

        ligneimage;
        while (cinfo.output_scanline<cinfo.output_height) {
            ligneimage+3 256 cinfo.output_scanline;
            jpeg_read_scanlines( cinfo, ligne, 1);
        }

        jpeg_finish_decompress( cinfo);
        jpeg_destroy_decompress( cinfo);
    return check;
}
```