libJPEG 6.b

libjpeg is maintained by the Independent JPEG Group at http://www.ijg.org

The original archive, jpegsrc.v6b.tar.gz has been included for reference and further reading for those who prefer to use the original library, without the wrapper.

The archive jpeg6bogc.7z contains the amended libjpeg source, binaries and a quick example to get you going.

Using the libOGC wrapper.

There are only three things you need in a libOGC project to start showing JPEG images.

1. Include the header <jpeg/jpgogc.h>
2. Setup a JPEGIMG structure
3. Call JPEG_Decompress(JPEGIMG)

The JPEGIMG structure in detail.

Mandatory

These two fields must be populated before calling JPEG_Decompress.

JPEGIMG.inbuffer	Character pointer to the jpeg compressed image.
JPEGIMG.inbufferlength	Size in bytes of the jpeg image.

Optional

These allow a small amount of tailoring to the output image.

JPEGIMG.greyscale	Set TRUE to convert to a greyscaled image
JPEGIMG.num_colours	Set to the number of colours required
JPEGIMG.dct_method	One of JDCT_ISLOW, JDCT_IFAST, JDCT_FLOAT, JDCT_DEFAULT, JDCT_FASTEST
JPEGIMG.dither_mode	One of JDITHER_NONE, JDITHER_ORDERED, JDITHER_FS

Outputs

After calling JPEG_Decompress, the following will be returned in the JPEGIMG structure.

JPEGIMG.width	Screen width of the image (aligned even)
JPEGIMG.height	Number of screen rows in the image
JPEGIMG.outbuffer	Character pointer to the XFB encoded image
JPEGIMG.outbufferlength	Length in bytes of the output data

It should be noted that the responsibility of freeing JPEGIMG.outbuffer is left to the application.