

NAME

TIFFReadBufferSetup, TIFFWriteBufferSetup - I/O buffering control routines

SYNOPSIS

```
#include <tiffio.h>
```

```
int TIFFReadBufferSetup(TIFF *tif, tdata_t buffer, tsize_t size);
int TIFFWriteBufferSetup(TIFF *tif, tdata_t buffer, tsize_t size);
```

DESCRIPTION

The following routines are provided for client-control of the I/O buffers used by the library. Applications need never use these routines; they are provided only for “intelligent clients” that wish to optimize memory usage and/or eliminate potential copy operations that can occur when working with images that have data stored without compression.

TIFFReadBufferSetup sets up the data buffer used to read raw (encoded) data from a file. If the specified pointer is NULL (zero), then a buffer of the appropriate size is allocated. Otherwise the caller must guarantee that the buffer is large enough to hold any individual strip of raw data.

TIFFReadBufferSetup returns a non-zero value if the setup was successful and zero otherwise.

TIFFWriteBufferSetup sets up the data buffer used to write raw (encoded) data to a file. If the specified *size* is -1 then the buffer size is selected to hold a complete tile or strip, or at least 8 kilobytes, whichever is greater. If the specified *buffer* is NULL (zero), then a buffer of the appropriate size is dynamically allocated. *TIFFWriteBufferSetup* returns a non-zero value if the setup was successful and zero otherwise.

DIAGNOSTICS

%s: No space for data buffer at scanline %ld. *TIFFReadBufferSetup* was unable to dynamically allocate space for a data buffer.

%s: No space for output buffer. *TIFFWriteBufferSetup* was unable to dynamically allocate space for a data buffer.

SEE ALSO

libtiff(3TIFF)

Libtiff library home page: <http://www.simplesystems.org/libtiff/>