

**NAME**

TIFFReadEncodedTile - read and decode a tile of data from an open TIFF file

**SYNOPSIS**

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

```
int TIFFReadEncodedTile(TIFF *tif, ttile_t tile, tdata_t buf, tsize_t size)
```

**DESCRIPTION**

Read the specified tile of data and place up to *size* bytes of decompressed information in the (user supplied) data buffer.

**NOTES**

The value of *tile* is a “raw tile number.” That is, the caller must take into account whether or not the data are organized in separate planes (*PlanarConfiguration=2*). *TIFFComputeTile* automatically does this when converting an (x,y,z,sample) coordinate quadruple to a tile number. To read a full tile of data the data buffer should be at least as large as the value returned by *TIFFTileSize*.

The library attempts to hide bit- and byte-ordering differences between the image and the native machine by converting data to the native machine order. Bit reversal is done if the *FillOrder* tag is opposite to the native machine bit order. 16- and 32-bit samples are automatically byte-swapped if the file was written with a byte order opposite to the native machine byte order,

**RETURN VALUES**

The actual number of bytes of data that were placed in *buf* is returned; *TIFFReadEncodedTile* returns -1 if an error was encountered.

**DIAGNOSTICS**

All error messages are directed to the **TIFFError**(3TIFF) routine.

**SEE ALSO**

**TIFFOpen**(3TIFF), **TIFFReadRawTile**(3TIFF), **TIFFReadTile**(3TIFF), **libtiff**(3TIFF)

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