

**NAME**

TIFFbuffer - 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)

**AUTHOR**

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