

# Re: Image has wrong colors

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-01/msg02386.html>

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- *From:* "Michael C" <mike@xxxxxxxxxx>
  - *Date:* Fri, 18 Jan 2008 17:24:13 +1100
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"Joe Thompson" <JoeThompson@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message  
<news:F06FF15F-36C7-405A-9B1A-019E99484022@xxxxxxxxxxxxxxxxxxxx>

Hi Michael,

Thank you for the reply. I'm not sure of the format – I believe it's 24 bit color. Each frame is just a jpg file. I am trying to rewrite an application that was written on a Linux box and it displays the colors correctly (I don't have that code).

Can you save the data to a file and open it using an image program? Does it look the same as what you get in C#?

As far as my app goes, I gather the bytes 1450 at a time until I get a full frame. Then I build the whole bitmap at once. I'm not familiar with LockBits – what does it do? I was hoping it was just a color map problem or something like that.

LockBits gives you high speed access to the raw data in a bitmap object. It's possible if it's coming across from a linux box that it's a little/big endian issue and the RGB values are just back to front. If the image is correct except that the colours are wrong then this is what you could do:

- 1) Create the bitmap as you are doing currently.
- 2) Use LockBits to 'fix' all the data in the bitmap.

Lockbits is slightly more challenging than most C# card but it's nothing too difficult.

Try attaching the bitmap to a post, I know that's frowned upon here but we can cope with 1450 bytes.

Re: Image has wrong colors

Michael

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