

## Re: What about JPEG, GIF, etc.!!

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-01/1199.html>

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**From:** Michael K. O'Neill (*mikeathon2000\_at\_nospam.hotmail.com*)

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The patent on GIF (which was held by Unisys) expired about two years ago.

I think GDI+ supports both JPEG and GIF natively. See

<http://msdn.microsoft.com/library/default.asp?url=/library/en-us/gdicpp/GDIPlus/usingGDIPlus/usingimageencoders>

Regards,

Mike

"William DePalo [MVP VC++]" <willd.no.spam@mvps.org> wrote in message  
news:upUgTfO\$EHA.2568@TK2MSFTNGP11.phx.gbl...

> "playwin" <playwin@discussions.microsoft.com> wrote in message

> news:u3Px5DO\$EHA.2568@TK2MSFTNGP10.phx.gbl...

>> Well that's might allright for MFC, But for NON-MFC inserting a COM  
object

>> is a pain itself!(atleast to me).

>

> It is a pain for me, too. :-)

>

> Unfortunately if you don't want to use an existing component cast in COM  
you

> have either to bite the bullet and write some (lots?) of code or buy a

> solution.

>

> I chose to make use of the free JPEG library of the Independent JPEG group

> available at <http://www.ijg.org>. It's nothing I can share, but if I

remember

> correctly created a memory "source" which copied the contents of a file to

> memory and passes it through their decompression engine. I copied the

output

> of the engine, a scan line at a time to a device independent bitmap and

then

> used plain vanilla GDI to display the bitmap. It wasn't horrendous task

but

> it wasn't a half-hour's work either.

>

> I didn't look at the GIF format because I wanted to use a "royalty free"

> format and I'm not sure of the legal issues with the patented GIF

> algorithms.

microsoft.public.vc.mfc: Re: What about JPEG, GIF, etc.!!

>  
> *Regards,*  
> *Will*  
>  
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