

problem with oleloadpicture

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Hi,

I have written a networked application. In one view, I will load a bitmap/jpeg and the same file will be sent as a stream of bytes to other networked machines(network transfer of file data).

At the receiving end, A globalalloc is done to get buffer whose size equal to filesize. Then into that global memory, the file is copied.

From that global memory a stream is created and oleloadpicture is used

to load it to a picture object. Then the same is drawn in the view at the recipient side.

This approach works fine for jpeg loaded in one machine and the same is transmitted and the receiving machines also render it properly. But bitmaps dont work as expected at the receiving end.

Can any one please throw some light into this and help me?

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