

How_to_read_images_to_Symbian_bitmap

```
        ->CImageReader(status, *iFrame, 0);
    };    SetActive
}
else
{
    * RequestStatus;
    ::RequestComplete(status, KErrNotSupported);
    };    SetActive
}
}

void CImage_Reader::GetFileType(const TDesC& aFileName, TDes8& aFileType)
{
    TEntry FileEntry

if(CCoeEnv::Static()->FsSession().Entry(aFileName,FileEntry) == KErrNone)
{
    <255> FileBuffer;

if(!FileEntry.IsDir())
{
    = FileEntry.InSize;

if(FileSize > 255)
{
    = 255;          FileSize
}

if(CCoeEnv::Static()->FsSession().ReadFileSection(aFileName,0,FileBuffer,FileSize) == KErrNone)
{
    ;          RApaLsSession RSession
if(RSession.Connect() == KErrNone)
{
    ;          TDataRecognitionResult FileDataType

    RecognizeData(aFileName,FileBuffer,FileDataType);

if(FileDataType.iConfidence > aResult.iConfidence)
{
    Copy(FileDataType.iDataType.Des8()); aFileType.
}

    Close();          RSession.
}
}
}
}

void CImage_Reader::DoCancel()
{
    iImageReader();
}

CFbsBitmap* CImage_Reader::Bitmap()
{
return iFrame;
}

void CImage_Reader::RunL()
{
```

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```
ImageReadyL(iStatus.Int());  
}
```

Image_Reader.h

```
#include <e32base.h>  
#include <coectrl.h>  
#include <w32std.h>  
#include <e32std.h>  
#include <cntdef.h>  
#include <cntdb.h>  
#include <ImageConversion.h>  
  
class CFbsBitmap;  
  
class MImageReadyCallBack  
{  
public:  
virtual void ImageReadyL(const TInt& aError) = 0;  
};  
  
class CImage_Reader : public CActive  
{  
public:  
    CImage_Reader(MImageReadyCallBack& aNotify);  
    void ConstructL(const TDesC& aFileName);  
    ~CImage_Reader()  
public:  
    CFbsBitmap();  
protected:  
void DoCancel();  
void RunL();  
private:  
void GetFileType(const TDesC& aFileName, TDes8& aFileType);  
private:  
    MImageReadyCallBack  
    * CImageDecoder iImageDecoder  
    * CFbsBitmap iFrame  
    TFileName iImageName  
};
```

Related links:

- [Resize png/jpg image in Symbian](#)