

DevIL Reference Guide

version 1.1.5

Common Function Reference

Name	Purpose
ilActiveImage	Sets the active image to a frame in an animation.
ilBindImage	Binds an image name to DevIL's internal bound image to perform all subsequent operations upon.
ilConvertImage	Converts an image from any format and/or type to any other format/type.
ilCopyPixels	Retrieves a specified block of the image's data in any format or type you desire.
ilDeleteImages	Deletes image names and all images associated with the names.
ilDisable/ilEnable	Disables or enables a state or feature in the library.
ilGenImages	Generates a list of image names and creates new images for these names.
ilGetData	Returns a pointer to the currently bound image's data.
ilGetError	Gets the last error from the error stack.
ilGetInteger	Allows you to get values from DevIL about the currently bound image's attributes and states within the library.
ilInit/ilulnit/ilutInit	Initializes DevIL. These functions must always be called before using DevIL.
ilLoadImage	Loads any supported image file in to the currently bound image.
ilSaveImage	Saves the currently bound image to a supported filetype.
ilSetInteger	Allows you to set states within DevIL.
ilSetPixels	Sets a block of pixels in the image from data in any format or type.
ilTexImage	Changes the image's attributes and data.
ilImageParameter	Modifies the behaviour of scaling and canvas enlargement in ILU.
ilutD3D8TexFromFile	Loads an image file directly into a Direct3D texture.
ilutD3D8Texture	Converts the currently bound image to a Direct3D texture.
ilutGLLoadImage	Loads an image file directly into an OpenGL texture.
ilutGLBindTexImage	Converts the currently bound image to an OpenGL texture.