

# Get Image Decoder information



```
using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;
using System.Drawing.Imaging;

public class Test
{
    static void Main()
    {
        ImageCodecInfo[] availableCodecs;
        availableCodecs = ImageCodecInfo.GetImageEncoders();
        int numCodecs = availableCodecs.Length;

        for (int i = 0; i < numCodecs; i++) { Console.WriteLine("Codec
Name      =      "      +      availableCodecs[i].CodecName);
Console.WriteLine("Class      ID      =      "      +
availableCodecs[i].Clsid.ToString());
Console.WriteLine("Filename      Extension      =      "      +
availableCodecs[i].FilenameExtension);
Console.WriteLine("Flags      =      "      +
availableCodecs[i].Flags.ToString());
Console.WriteLine("Format      Description      =      "      +
availableCodecs[i].FormatDescription);
Console.WriteLine("Format      ID      =      "      +
availableCodecs[i].FormatID.ToString());
Console.WriteLine("MimeType      =      "      +
availableCodecs[i].MimeType); Console.WriteLine("Version = " +
availableCodecs[i].Version.ToString()); Console.WriteLine(); }
} } [/csharp]
```