
Subject: Image from URL

Posted by [WhiteMike](#) on Sun, 18 Jul 2010 07:46:46 GMT

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I have a very short question:

How it's possible in U++ to get an Image from URL?

Thanks a lot for replying.

Subject: Re: Image from URL

Posted by [mirek](#) on Sun, 18 Jul 2010 17:10:12 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Web/Web.h>
```

```
using namespace Upp;
```

```
struct MyApp : TopWindow {  
    Image img;
```

```
virtual void Paint(Draw& w) {  
    w.DrawRect(GetSize(), Gray());  
    w.DrawImage(0, 0, img);  
}
```

```
MyApp() {  
    img = StreamRaster::LoadStringAny(HttpClientGet("http://www.ultimatepp.org/1i.png"));  
}  
};
```

```
GUI_APP_MAIN  
{  
    MyApp().Run();  
}
```

(you will need to add Web package).

(Added as reference/WebImage).

Mirek

Subject: Re: Image from URL

Posted by [WhiteMike](#) on Sun, 18 Jul 2010 17:43:56 GMT

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Looks very good.

Thank you!
