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Subject: Why BMPEncoder::NewBmp() doesn't exist anymore?

Posted by [alex100](#) on Fri, 30 Nov 2007 09:15:32 GMT

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I am trying to load a bmp image from disk. When the line:

```
Image k=BMPEncoder::NewBmp()->LoadImageFile("OffIMG.bmp");
```

is compiled the compiler presents the error:

```
(...) error: `NewBmp' is not a member of `Upp::BMPEncoder'
```

Which is the easy way to load a bmp image from disk into a Image type variable? Source code would be appreciated.

Many thanks

Alex

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