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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

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