
Subject: Re: How I can put an image in a form like a splash screen??

Posted by [Oblivion](#) on Sun, 10 Nov 2019 22:16:00 GMT

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Hello Lestroso,

Welcome to the U++ forums.

There are several ways, but the simplest and IMO most robust way to display static images is using the StreamRaster interface.

U++ is using a "plugin" system to decode registered raster files. By default it can decode and display png and bmp files but by adding plugin packages (in plugin/ folder) to your application can decode other formats such as jpg too:

Here is an example. An image viewer (png, bmp, jpg)

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

```
#include <plugin/jpg/jpg.h> // <- Also add plugin/jpg to your package if you want jpg support.
```

```
using namespace Upp;
```

```
struct ImageViewer : TopWindow {  
    Image img;  
    void Paint(Draw& w) override  
    {  
        if(!IsNull(img)) w.DrawImage(0, 0, img);  
    }  
}
```

```
ImageViewer()  
{  
    Title(t_("Image viewer (Press CTRL + O to open an image file)"));  
    Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 200);  
}
```

```
bool Key(dword key, int count) override  
{  
    if(key == K_CTRL_O) {  
        img = StreamRaster::LoadFileAny(SelectFileOpen("*.jpg *.png *.bmp"));  
        if(!IsNull(img))  
            SetRect(Rect(GetRect().TopLeft(), img.GetSize()));  
    }  
    return true;  
}  
};
```

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

Best regards,
Oblivion
