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

Posted by [Oblivion](#) on Mon, 11 Nov 2019 07:15:02 GMT

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The idea is same.

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

    SplashScreen()
    {
        img = StreamRaster::LoadFileAny("/home/user/mypicture.png");
        CenterScreen().SetRect(img.GetSize());
    }
};
```

The problem is if you are calling the system draw (via Ctrl::Paint) then the image should better be opened elsewhere, as I did above, otherwise it will hurt performance (on every single refresh the file will be reloaded, and decoded).

Best regards,  
Oblivion