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

Posted by [fasasoftware](#) on Mon, 11 Nov 2019 21:02:29 GMT

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Dear Koldo,

i have tried your suggestion idea...but without success...

i have try to follow that you tell me but i cant include my image in the exe or app...or better my mac give an error... i enclose here the list of code and the error screenshot...

Can you bemore prececise please???' Thanks a lot...Lestroso :)

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

```
#include "MyImage.brc"
```

```
using namespace Upp;
```

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

```
SplashScreen()  
{  
    img = StreamRaster::OpenAny(String(MyImage, MyImage_length));  
    CenterScreen().SetRect(img.GetSize());  
}  
};
```

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

And also dear Oblivion,

i have had success after a lot of time that i'm trying to follow your code...this works fine for me:
but i have had to include in the pack manager

:Core,CtrlCore,CtrlLib,Draw,Painter,PdfDraw,Richtext,plugin/ bmp,plugin/jpg,plugin/png.

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

using namespace Upp;

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

    SplashScreen()
    {
        img = StreamRaster::LoadFileAny("/Users/pippo/Desktop/SplashScreenFasa/FasaSplash.jpg");
        CenterScreen().SetRect(img.GetSize());
    }
};

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

File Attachments

1) [Schermata 2019-11-11 alle 21.45.31.png](#), downloaded 402 times
