
Subject: Re: WebImage example not working
Posted by [Xemuth](#) on Tue, 19 Jan 2021 22:22:53 GMT
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Hello Dschoni,

Glad to help ! you don't need to add `#include <Core/SSL/SLL.h>`. The only thing you need to do is adding the package to your project :

Here is my project without Core/SSL package :

At this point, my following code :

```
#include <Core/Core.h>
#include <Draw/Draw.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{
    Image img =
    StreamRaster::LoadStringAny(HttpRequest("https://www.ultimatepp.org/0i.png").Execute());
}
```

Will compile and work but my `Img` wont be loaded because `HttpRequest` is not performing all SSL requieremet. That's why `Core/SSL` have been created.

By right clicking to my main package (testing in my screenshot) and select "Add package to testing"

I'm able to add `Core/SSL` to my project :

Since `Core/SSL` is part of `Core` (it can be see as kind of plugin) I'm not obligated to include it in my project.

By now, my exemple above will work and download the image.

PS: Also, if you plan on doing more stuff about loading image, or play with several image type, be sure to include all format you need (package `plugin/png`, `plugin/bmp`, `plugin/gif...`) otherwise, the `StreamRaster::LoadStringAny(...)` wont be able to convert your image data into standard `U++ Image`
