
Subject: StreamRaster::LoadAnyFile -- not exist in distribution?

Posted by [temer](#) on Fri, 06 Oct 2006 11:04:18 GMT

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I can not find out how to use this function in my code. I've tried to compile U++ example from U++ website and it writes that there is no StreamRaster::LoadAnyFile. Indeed, both "StreamRaster" and "LoadAnyFile" are absent in distribution. How can this happen? How can I use this function?

Thanks.

The example code follows:

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

struct MyApp : public TopWindow {

    Image img;
    FileSel fs;

    void Open();

    virtual void Paint(Draw& w);
    virtual void LeftDown(Point, dword) { Open(); }

    typedef MyApp CLASSNAME;
    MyApp();
};

MyApp::MyApp()
{
    fs.Type("Image file", "*.bmp;*.png;*.tif;*.tiff;*.jpg;*.jpeg;*.gif");
}
```

```
    Sizeable();

}

void MyApp::Paint(Draw& w)
{
    w.DrawRect(GetSize(), White);
    if(img)
        w.DrawImage(0, 0, img);
    else
        w.DrawText(0, 0, "No image loaded!", Arial(30).Italic());
}
```

```
void MyApp::Open()
{
    if(fs.ExecuteOpen("Choose the image file to open"))
    {
        img = StreamRaster::LoadFileAny(~fs);
        Refresh();
    }
}
```

```
GUI_APP_MAIN
{
    MyApp app;
    app.Open();
```

```
    app.Run();  
}  
  
=====
```