

---

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

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

[View Forum Message](#) <> [Reply to Message](#)

---

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();  
}
```

---