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Subject: some jpgs don't open & slow Stream to Raster  
Posted by [Mountacir](#) on Wed, 10 Nov 2021 23:31:40 GMT  
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Hi,

In the process of learning Ultimate++ I'm trying to make a small GUI tool to resize images. I studied the tutorials/examples and search the forum and managed to load the images I want to resize in ColumnList, but I have two problems so far:

1- Some .jpg images don't open even with the ImageView example, but they open fine with the Thelde & the IconDes including its Filesel Preview ( & its WhenIconLazy after i removed the .icon size restriction).

2- The images loading/showing is so slow, I think the bottleneck happens when the Stream is converted back to Image.

The code I come up with:

```
void imageresizer::openimages(){
    if(!fs.ExecuteOpen()) return;
    int fslen = fs.GetCount();

    work.Run([=] {
        for(int i =0; i < fslen ; i++) {
            String fn = fs[i];

            Image img = StreamRaster::LoadFileAny(fn);

            GuiLock __;

            if(IsNull(img)) {
                Exclamation(DeQtfn(fn) + " not an image.");
            }

            else {
                ClmList.Add(i, img, true);
            }
        }
    });
}
```

```
}  
}  
});  
}
```

I would appreciate any help or guidance.

Thanks you  
Austin2029

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