

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
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