Subject: Re: some jpgs don't open & slow Stream to Raster
Posted by mirek on Sun, 14 Nov 2021 15:48:54 GMT
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Ausin2029 wrote on Thu, 11 November 2021 00:31Hi,

In the process of learning Ultimate++ I'm tying 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 TheIde & 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(DeQtf(fn) + " not an image.");

    }

    else {

     ClmList.Add(i, img, true);
```

```
  }
 }

});

}
```

I would appreciate any help or guidance.

Thanks you
Austin2029

Code seems fine.

Generally, loading especially high resolution .jpgs can be somewhat slow (we are victims of jpg library we are using here). I usually solve the problem with delayed loads / displays (which in general is not trivial to implement).

Can you upload some examples of .jpgs not loading in ImageView?