
Subject: [SOLVED]How I can put an image in a form like a splash screen??

Posted by [fasasoftware](#) on Sun, 10 Nov 2019 21:56:51 GMT

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How I can put an image in a form like a splash screen??

i'm trying to load an image into a form but without success....

i'm using TheIde 13664 version on macos x 10.13.6

Can somebody help me with a little example...???

Best regards,

Lestroso

Subject: Re: How I can put an image in a form like a splash screen??

Posted by [Oblivion](#) on Sun, 10 Nov 2019 22:16:00 GMT

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Hello Lestroso,

Welcome to the U++ forums.

There are several ways, but the simplest and IMO most robust way to display static images is using the StreamRaster interface.

U++ is using a "plugin" system to decode registered raster files. By default it can decode and display png and bmp files but

by adding plugin packages (in plugin/ folder) to your application can decode other formats such as jpg too:

Here is an example. An image viewer (png, bmp, jpg)

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

```
#include <plugin/jpg/jpg.h> // <- Also add plugin/jpg to your package if you want jpg support.
```

```
using namespace Upp;
```

```
struct ImageViewer : TopWindow {  
    Image img;  
    void Paint(Draw& w) override  
    {  
        if(!IsNull(img)) w.DrawImage(0, 0, img);  
    }  
};
```

```

}

ImageViewer()
{
    Title(t_("Image viewer (Press CTRL + O to open an image file)"));
    Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 200);
}

bool Key(dword key, int count) override
{
    if(key == K_CTRL_O) {
        img = StreamRaster::LoadFileAny(SelectFileOpen("*.jpg *.png *.bmp"));
        if(!IsNull(img))
            SetRect(Rect(GetRect()).TopLeft(), img.GetSize());
    }
    return true;
}
};

GUI_APP_MAIN
{
    ImageViewer().Run();
}

```

Best regards,
Oblivion

Subject: Re: How I can put an image in a form like a splash screen??
 Posted by [fasasoftware](#) on Mon, 11 Nov 2019 06:47:05 GMT
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Thank you Oblivion....but i would like to know how i can call an image directly, without opening via a choice menu or button.....for example this instruction: draw image "pippo.jpg" ...i cant see also in the form designer...best regards lestroso

Subject: Re: How I can put an image in a form like a splash screen??
 Posted by [Oblivion](#) on Mon, 11 Nov 2019 07:15:02 GMT
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The idea is same.

```
struct SplashScreen : TopWindow {
    Image img;
    void Paint(Draw& w) override
    {
        if(!IsNull(img)) w.DrawImage(0, 0, img);
    }

    SplashScreen()
    {
        img = StreamRaster::LoadFileAny("/home/user/mypicture.png");
        CenterScreen().SetRect(img.GetSize());
    }
};
```

The problem is if you are calling the system draw (via Ctrl::Paint) then the image should better be opened elsewhere, as I did above, otherwise it will hurt performance (on every single refresh the file will be reloaded, and decoded).

Best regards,
Oblivion

Subject: Re: How I can put an image in a form like a splash screen??

Posted by [koldo](#) on Mon, 11 Nov 2019 11:06:07 GMT

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In addition you can embed the image in your exe, using the BRC feature.

You just creat a .brc file that you add to your project, just with this, for example ("MyImages.brc"):
BINARY(MyImage, "myimagefile.jpg")

And in your .cpp code, put this:

```
#include "MyImages.brc"
```

```
...
```

```
img = StreamRaster::OpenAny(String(MyImage, MyImage_length));
```

Subject: Re: How I can put an image in a form like a splash screen??

Posted by [fasasoftware](#) on Mon, 11 Nov 2019 16:17:26 GMT

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Dear Oblivion and Koldo....Thanks a lot for your help and answers..

Now, i'll try to make your ideas suggestions...in action...

I thank you a lot again.. i appreciate a lot your time dedicated to me....

Best regards,

Lestroso

Subject: Re: How I can put an image in a form like a splash screen??

Posted by [fasasoftware](#) on Mon, 11 Nov 2019 21:02:29 GMT

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Dear Koldo,

i have tryed your suggestion idea...but without success...

i have try to follow that you tell me but i cant include my image in the exe or app...or better my mac give an error... i enclose here the list of code and the error screenshot...

Can you be more precise please???' Thanks a lot...Lestroso

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

```
#include "MyImage.brc"
```

```
using namespace Upp;
```

```
struct SplashScreen : TopWindow {  
    Image img;  
    void Paint(Draw& w) override  
    {  
        if(!IsNull(img)) w.DrawImage(0, 0, img);  
    }  
};
```

```
SplashScreen()  
{  
    img = StreamRaster::OpenAny(String(MyImage, MyImage_length));  
    CenterScreen().SetRect(img.GetSize());  
}  
};
```

```
GUI_APP_MAIN  
{  
    SplashScreen().Run();  
}
```

```
}
```

And also dear Oblivion,
i have had success after a lot of time that i'm trying to follow your code...this works fine for me:
but i have had to include in the pack manager
:Core,CtrlCore,CtrlLib,Draw,Painter,PdfDraw,Richtext,plugin/ bmp,plugin/jpg,plugin/png.

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

```
using namespace Upp;
```

```
struct SplashScreen : TopWindow {  
    Image img;  
    void Paint(Draw& w) override  
    {  
        if(!IsNull(img)) w.DrawImage(0, 0, img);  
    }  
}
```

```
SplashScreen()  
{  
    img = StreamRaster::LoadFileAny("/Users/pippo/Desktop/SplashScreenFasa/FasaSplash.jpg");  
    CenterScreen().SetRect(img.GetSize());  
}  
};
```

```
GUI_APP_MAIN  
{  
    SplashScreen().Run();  
}
```

File Attachments

1) [Schermata 2019-11-11 alle 21.45.31.png](#), downloaded 461 times

imagealone

- Core
- CtrlCore
- CtrlLib
- Draw
- Painter
- PdfDraw
- RichText
- plugin/bmp
- plugin/jpg
- plugin/png
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

main.cpp MyImage.brc

```
#include <CtrlLib/CtrlLib.h>
#include "MyImage.brc"

using namespace Upp;

struct SplashScreen : TopWindow {
    Image img;
    void Paint(Draw& w) override
    {
        if(!IsNull(img)) w.DrawImage(0, 0, img);
    }

    SplashScreen()
    {
        img = StreamRaster::OpenAny(String(MyImage.brc)
            .CenterScreen().SetRect(img.GetSize()));
    }
};

GUI_APP_MAIN
{
    SplashScreen().Run();
}
```

/Users/saverio/MyApps/imagealone/MyImage.brc
main.cpp

File	Line	Message
imagealone/main.cpp	17	error: no member named 'img' in 'SplashScreen'
Draw/Raster.h	220	note: declared here
		1 error generated.

Subject: Re: How I can put an image in a form like a splash screen??

Posted by [koldo](#) on Tue, 12 Nov 2019 07:38:18 GMT

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Hi Lestroso

Here I enclose you the demo ready. The code uses LoadStringAny() instead of OpenAny() (my fault).

File Attachments

1) [Lestroso.7z](#), downloaded 318 times

Subject: Re: [SOLVED]How I can put an image in a form like a splash screen??

Posted by [fasasoftware](#) on Tue, 12 Nov 2019 17:10:39 GMT

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THOUSAND THANKS KOLDO!!!!

You solved my problem...ok now it's clear..but i'm a newbie..i must study again this beautiful tool...

I have succeeded to compile your example!

Thanks again,

Lestroso

Subject: Re: [SOLVED]How I can put an image in a form like a splash screen??

Posted by [koldo](#) on Wed, 13 Nov 2019 06:47:29 GMT

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Cool
