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 :blush:

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/ folser) 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 appriciate a lot your time dedicated to me....

Best regards,

Lestroso :p

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 bemore prececise 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 393
times

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 296 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 succeded to compile your example!

Thanks again,

Lestroso :lol: :lol: :lol:

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 :)