
Subject: RasterCtrl - Opening image using StringStream

Posted by [Runik](#) on Sat, 07 Nov 2020 14:25:34 GMT

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Hello,

I've been toying around with RasterCtrl to display a huge image stored as a string in a Sqlite database.

Current implementation opens a file using its path through the file selector, but I wanted to be able to open the saved string directly.

So I created a new private function with the shared code named OpenCommon()

```
bool RasterCtrl::OpenCommon(){
    if(!raster)
        return false;

    // loads pages in array of memoryrasters
    pages.Clear();
    for(curPage = 0; curPage < raster->GetPageCount(); curPage++)
    {
        raster->SeekPage(curPage);
        pages.Add().Load(*raster);
    }
    curPage = 0;

    // signals that stream is opened
    isOpened = true;

    // if multipage, shows thumbnails, otherwise not
    if(raster->GetPageCount() > 1)
        ShowThumbnails(true);
    else
        ShowThumbnails(false);

    // signal page changed to thumbs and view
    thumbs->Layout();
    view->Layout();

    return true;
} // END RasterCtrl::OpenCommon()
```

And I overloaded the current Open() function to load the data from the StringStream :

```
////////////////////////////////////
// opens an image file in control
bool RasterCtrl::Open(String const &fileName)
{
    // if already opened, closes current stream
```

```
if(isOpened)
    Close();

// opens file and associate to raster
if(!imageStream.Open(fileName))
    return false;
raster = StreamRaster::OpenAny(imageStream);

return OpenCommon();

} // END RasterCtrl::Open()

bool RasterCtrl::Open(StringStream& str)
{
    // if already opened, closes current stream
    if(isOpened)
        Close();

    raster = StreamRaster::OpenAny(str);

    return OpenCommon();

} // END RasterCtrl::Open()
```

Nothing fancy :d

I'm not sure if there's a better way to do it, but if there is I'm all ears :)
