Subject: WebImage example not working
Posted by dschoni on Sat, 16 Jan 2021 22:44:32 GMT
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Trying to execute the WebImage example delivers an empty window.
Calling the used URL http: // www.ultimatepp.org / 1i.png delivers nothing in my browser.

Calling http: // www.ultimatepp.org / 0i.png instead delivers a picture, but returns it as https: // www.ultimatepp.org / 0i.png
Using it inside the Webimage example {
img = StreamRaster::LoadStringAny(HttpRequest("https: // www.ultimatepp.org / 0i.png").Execute());
}
delivers nothing as an empty window again.

How can I get a picture?
Most Web-Addresses are https. HTTP seems no longer usable.

Many thanks for help in advance.

Sorry about the empty spaces in the code (links), but I cannot post links ...

Subject: Re: WebImage example not working
Posted by Xemuth on Mon, 18 Jan 2021 10:27:37 GMT
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Hello, to retrieve Image from https website, you must first include "Core/SSL" package to your project, then call the https website

img = StreamRaster::LoadStringAny(HttpRequest("https://www.ultimatepp.org/0i.png").Execute());

The Core/SSL package will allow you to communicate with https website.(you have nothing to do except add the package and use standard HttpRequest)

Subject: Re: WebImage example not working
Posted by dschoni on Tue, 19 Jan 2021 19:59:37 GMT
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Hello Xemuth

You gave me something to study ...

First I had to add the Core/SSL package to the Core Package.
Then I had to include the Libs

#include <Core/Core.h>
#include <Core/SSL/SSL.h>

Now with
img = StreamRaster::LoadStringAny(HttpRequest("https://www.ultimatepp.org/0i.png").Execute());
everything works fine.

Thank you very much.
Best Regards

Quote:The first steps are the hardest ...

Subject: Re: WebImage example not working
Posted by Xemuth on Tue, 19 Jan 2021 22:22:53 GMT
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Hello Dschoni,

Glad to help ! you don't need to add #include <Core/SSL/SLL.h>. The only thing you need to do is adding the package to your project :

Here is my project without Core/SSL package :

At this point, my following code :
#include <Core/Core.h>
#include <Draw/Draw.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 Image img =
StreamRaster::LoadStringAny(HttpRequest("https://www.ultimatepp.org/0i.png").Execute());
}

Will compile and work but my Img wont be loaded because HttpRequest is not performing all SSL requieremet. That's why Core/SSL have been created.

By right clicking to my main package (testimg in my screenshot) and select "Add package to testimg"

I'm able to add Core/SSL to my project :

Since Core/SSL is part of Core (it can be see as kind of plugin) I'm not obligated to include it in my

project.
By now, my exemple above will work and download the image.

PS: Also, if you plan on doing more stuff about loading image, or play with several image type, be sure to include all format you need (package plugin/png, plugin/bmp, plugin/gif...) otherwise, the StreamRaster::LoadStringAny(...) wont be able to convert your image data into standard U++ Image

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Subject: Re: WebImage example not working
Posted by mirek on Wed, 20 Jan 2021 22:53:41 GMT
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dschoni wrote on Sat, 16 January 2021 23:44Trying to execute the WebImage example delivers an empty window.
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Sorry, that example was broken. Now fixed.
