
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 (testing in my screenshot) and select "Add package to testing"

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

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 23:44 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 ...

Sorry, that example was broken. Now fixed.
