I can not find out how to use this function in my code. I've tried to compile U++ example from U++ website and it writes that there is no StreamRaster::LoadAnyFile. Indeed, both "StreamRaster" and "LoadAnyFile" are absent in distribution. How can this happen? How can I use this function?

Thanks.

The example code follows:

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


struct MyApp : public TopWindow {

    Image   img;

    FileSel fs;


    void Open();


    virtual void Paint(Draw& w);

    virtual void LeftDown(Point, dword) { Open(); }


    typedef MyApp CLASSNAME;

    MyApp();

};


MyApp::MyApp()

{

    fs.Type("Image file", "*.bmp;*.png;*.tif;*.tiff;*.jpg;*.jpeg;*.gif");
```

```cpp
    Sizeable();
}

void MyApp::Paint(Draw& w)
{
    w.DrawRect(GetSize(), White);
    if(img)
        w.DrawImage(0, 0, img);
    else
        w.DrawText(0, 0, "No image loaded!", Arial(30).Italic());
}

void MyApp::Open()
{
    if(fs.ExecuteOpen("Choose the image file to open")) {
        img = StreamRaster::LoadFileAny(~fs);
        Refresh();
    }
}

GUI_APP_MAIN
{
    MyApp app;
    app.Open();
```

```
    app.Run();

}
```

---

## Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by mirek on Fri, 06 Oct 2006 14:27:57 GMT
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Sorry, web-based documentation is a little bit ahead of time, you need "dev" version to have LoadAnyFile...
They are usually quite stable - used for production software, plus you will help betatesting for next "major" release.

---

## Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by temer on Fri, 06 Oct 2006 16:17:34 GMT
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OK, I've downloaded dev version and it's there.

Could you, please, help me with the following?

I want to insert a smiley (.gif file from disk) to rich text view. How do I do it? I'm stucked.

I can make QtfRichObject from vector Drawing with usage of CreateDrawingObject(), but I want to use raster smileys, not vector one.
And I can't see how to make a QtfRichObject from an Image.

So, I have

Image img = StreamRaster::LoadFileAny("c:\\385.gif");

and I want to add its contents to a RichTextView1.

And the last, is it possible to use animated images in RichTextView? Probably, not .

Thank you in advance.

---

## Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by mirek on Fri, 06 Oct 2006 18:33:27 GMT

temer wrote on Fri, 06 October 2006 12:17OK, I've downloaded dev version and it's there.

Could you, please, help me with the following?

I want to insert a smiley (.gif file from disk) to rich text view. How do I do it? I'm stucked.

I can make QtfRichObject from vector Drawing with usage of CreateDrawingObject(), but I want to use raster smileys, not vector one.
And I can't see how to make a QtfRichObject from an Image.


So, I have

Image img = StreamRaster::LoadFileAny("c:\\385.gif");

and I want to add its contents to a RichTextView1.


And the last, is it possible to use animated images in RichTextView? Probably, not .

Thank you in advance.


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

RichObject CreateImageObject(const Image& img)
{
 return RichObject("image", StoreImageAsString(img));
}

GUI_APP_MAIN
{
 QtfRichObject pict(CreateImageObject(StreamRaster::LoadFileAny("d:/jachym.bmp")));
 String qtf;
 qtf << "[A6 This is some drawing in QTF: " << pict << "&";
 qtf << "[C3*@B And now in the table: {{1:1 " << pict << ":: Another cell " << pict << "}}";
 PromptOK(qtf);
}
```

Anyway, as this is quite common request, I have added CreateImageObject to RichText package....

Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by mirek on Fri, 06 Oct 2006 18:42:26 GMT
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P.S.: No animated RichObjects yet, sorry...

---

Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by temer on Mon, 09 Oct 2006 07:52:33 GMT
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Thank you, Mirek!

Oops. Forget it.

I guess, I will do the animated pictures in the RichView as soon as I become familiar with U++.

---

Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by Larva on Tue, 17 Oct 2006 13:40:20 GMT
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This is a bmp file

that i wanted to see with this image viewer. But the result is this:


What shoulld i do with the code to see my bmp in original form?

---

Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by mirek on Tue, 17 Oct 2006 14:14:30 GMT
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Larva wrote on Tue, 17 October 2006 09:40This is a bmp file

that i wanted to see with this image viewer. But the result is this:


What shoulld i do with the code to see my bmp in original form?

There is quite a variety of .bmp formats, it looks like this one is  unsupported variation. Will fix that ASAP.

Mirek

Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by Larva on Tue, 17 Oct 2006 15:39:18 GMT
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OK. Thank you.

---

Subject: Re: StreamRaster::LoadAnyFile -- not exist in distribution?
Posted by mirek on Sun, 05 Nov 2006 08:08:13 GMT
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Fixed.

Mirek

---