Subject: Image from URL
Posted by WhiteMike on Sun, 18 Jul 2010 07:46:46 GMT
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I have a very short question:
How it's possible in U++ to get an Image from URL?

Thanks a lot for replying.

Subject: Re: Image from URL
Posted by mirek on Sun, 18 Jul 2010 17:10:12 GMT
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```
#include <CtrlLib/CtrlLib.h>
#include <Web/Web.h>

using namespace Upp;

struct MyApp : TopWindow {
 Image img;

 virtual void Paint(Draw& w) {
  w.DrawRect(GetSize(), Gray());
  w.DrawImage(0, 0, img);
 }

 MyApp() {
  img = StreamRaster::LoadStringAny(HttpClientGet("http://www.ultimatepp.org/1i.png"));
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

(you will need to add Web package).

(Added as reference/WebImage).

Mirek

Subject: Re: Image from URL

Posted by WhiteMike on Sun, 18 Jul 2010 17:43:56 GMT
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Looks very good.
Thank you!