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Subject: Batch processing images using U++ (new Image code)

Posted by [mirek](#) on Mon, 24 Apr 2006 10:00:33 GMT

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Well, before I delete that code, I recently had a problem (while working on some www page): a couple of .bmp images had to be normalized to single size, horizontally center bottom aligned and added 2 pixels border and saved as 4 bpp PNG. Sure, one could use photoshop and do it image by image (and frankly perhaps there are some sophisticated tools that can do this), but one can also use U++:

```
FindFile ff("e:\\h\\*.bmp");
while(ff) {
    Image m = StreamRaster::LoadFileAny(AppendFileName("e:\\h", ff.GetName()));
    ImageDraw iw(64, 64);
    iw.DrawRect(0, 0, 64, 64, Color(255, 218, 91));
    DrawFatFrame(iw, 0, 0, 64, 64, Black, 2);
    iw.DrawImage((64 - m.GetWidth()) / 2, 62 - m.GetHeight(), m);
    PNGEncoder png(4);
    png.SaveFile(AppendFileName("d:\\images", ForceExt(ff.GetName(), ".png")), iw);
    ff.Next();
}
```

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