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 sofisticated 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();
}
```