

## Load Any Image with GDIPlus

Up until recently a third party DLL was required to load non-bitmap images. With GDIPlus, this is no longer the case. [Dan Teel](#) wrote [this bit of code](#) and released it into Public Domain. GDIPlus will load bmp, gif, ico, jpg, png, and tiff formats. The loaded images are then given a bitmap handle and can then be manipulated by Liberty BASIC as any other loaded bitmap. When the image is no longer needed in memory, the image should be released with DeleteObject and the LB image memory released with an Unloadbmp command.

```
nomainwin
WindowWidth = 300
WindowHeight = 300
UpperLeftX=int((DisplayWidth-WindowWidth)/2)
UpperLeftY=int((DisplayHeight-WindowHeight)/2)
graphicbox #main.g, -1, -1, 302, 302
open "Picture load" for window_nf as #main
print #main.g, "down; fill white; flush"
print #main, "font ms_sans_serif 10"
print #main, "trapclose [quit.main]"

open "gdipplus.dll" for dll as #gdip

    filedialog "Choose an image",
"*.jpg;*.png;*.tiff;*.ico;*.bmp;*.gif",file$
    if file$="" then
        goto [quit.main]
    else
        hBmp=LoadImgFromFile(file$)
        if hBmp<>0 then
            loadbmp "pic",hBmp
            print #main.g, "drawbmp pic 0 0;flush"
            unloadbmp "pic"
            'Because LB doesnt delete it for us
            calldll #gdi32,"DeleteObject",hBmp as ulong, ret as ulong
        else
            notice "Could not load the image file!"
        end if
    end if

    wait

[quit.main]
close #gdip
```

```
close #main
end

function wchar$(string$)
    for i = 1 to len(string$)
        wchar$=wchar$+mid$(string$,i,1)+chr$(0)
    next i
    wchar$=wchar$+chr$(0)+chr$(0)
end function

function LoadImgFromFile(file$)
    struct dword,a as ulong
    gdistart$=chr$(1)
    for i = 1 to 15
        gdistart$=gdistart$+chr$(0)
    next i
    calldll #gdip,"GdiplusStartup",dword as
    struct,gdistart$ as ptr,status as ulong
    token=dword.a.struct
    if status<>0 then
        LoadImgFromFile=0

    else
        wFileLoc$=wchar$(file$)
        calldll #gdip,"GdipCreateBitmapFromFile",_
        wFileLoc$ as ptr,dword as struct,status as ulong
        hPic=dword.a.struct
        if status<>0 then
            LoadImgFromFile=0
        else
            calldll #gdip,"GdipCreateHBITMAPFromBitmap",_
            hPic as ulong,dword as struct,0 as ulong,status as ulong
            hBmp=dword.a.struct
            if status<>0 then
                LoadImgFromFile=0
            else
                LoadImgFromFile=hBmp
            end if
            calldll #gdip,"GdipDisposeImage",hPic as ulong,ret as
            ulong
        end if
        calldll #gdip,"GdiplusShutdown",token as ulong,ret as ulong
    end if
end function
```

Thanks, Dan!

