

## 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 "gdiplus.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 #gdiplusStartup,dword as
struct,gdistart$ as ptr,status as ulong
  token=dword.a.struct
  if status<>0 then
    LoadImgFromFile=0

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

Thanks, Dan!

