

## User Interface - Feature #3235

### Proper handling of the image loading from file containing several images

02/01/2017 07:30 AM - Eugenie Lyzenko

<b>Status:</b>	New	<b>Start date:</b>	02/01/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>version:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

#### History

##### #2 - 02/01/2017 07:59 AM - Eugenie Lyzenko

The objective is to add ability to select image version to load from the file that has several versions of the same image inside.

##### Background

During FWD runtime it is required to load the image data from source picture file. There can be multiple types of images. Some of them have only one image version inside (width, height, bpp quality). But some of them can have array of the images for different size and bpp combination. The idea is to scan all images within file and select one that best fit to the current size and quality requirement.

##### Current status

For now this capability has been implemented only for icon containing file. The file is assumed to be as icon if it is loading by LOAD-ICON statement or LOAD-IMAGE for filename that has ".ico" extension. All other cases are assumed to have single image file. If the file is not an icon but has several images inside the first image in array is loading. This is true for both file system and jar based image files.

The button and image widgets are operating with image loading. But the final actual working is performed inside image widget and AbstractGuiDriver class using TwelveMonkeys helper classes/filter.

##### Considerations

1. Find out exactly if the original 4GL code does the image selection in multiple image file.
2. Investigate how different image loading options affect this feature. Image scaling, image start shifting, explicit/implicit size specification, etc...
3. Make sure the both loading types are supported.

Additional discussion and info can be found in 3228 task, notes after 77.