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# How To Save An Image To A Specific Path In Ionic 3 Using Native C



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#### Introduction

Ionic is a popular, open source, and cross-platform mobile app framework that is helpful in developing or building hybrid mobile apps quickly and easily. It will save you a lot of time and money.

This article demonstrates how to take a picture in a camera and save the picture's specific path in Ionic 3 using a native camera plugin. The following tools and requirements should be prepared before starting this article.

- Nodejs
- Latest Ionic 3 CLI
- Latest Cordova
- Node Command Line Window (Windows) or Terminal (OS X, Linux)
- Text Editor or IDE (e.g. Visual Studio Code, Atom,)

Once we've installed Node.js, we are able to install other tools on the terminal or command line. Run the following command.

Once the installation is linished, let's start creating an ionic 3 app.

### **Create Ionic 3 app**

Open your node.js terminal and open a specific location to create the Ionic 3 app. Start a new Ionic project using *ionic start* command.

ionic start myApp

This command will take a few minutes because it has installed all dependencies and modules in a project. Now, change the location to myApp.

cd myApp

Once we've changed the location of myApp, add an Android platform to your app.

ionic cordova platform add android ionic cordova platform add browser(For Browser)

Now, run the project using the following command.

ionic serve (For Browser) ionic cordova run android(For Device)

Make sure that you have connected the device and the settings have been set.

Now, let's start.

Camera

The Camera Plugin is used to take a picture and also capture a video.

File

Using the File Plugin, we can achieve the following -

- Get the available free space
- Check if the directory is available or not
- Create a directory
- Remove a directory
- Move a directory from one place to another place,
- Copy a directory
- List an available directory
- Set pre-defined path
- Check if a file is available or not
- Create a file
- Remove a file
- Write a file
- Read a file as text
- Read a file and return base64 data
- Read a file and return data in a binary format
- Read a file and return data in an array buffer format
- Move and copy files
- Get a directory or file etc.

## **Install and Configure Camera and File**

Follow the below-mentioned steps.

## Step1

Now, we have an Ionic app so we can move forward. First, install the camera plugin to our Ionic app using the following steps.

ionic cordova plugin add cordova-plugin-camera npm install --save @ionic-native/camera

Now, install the file plugin to the Ionic app using the following steps.

ionic cordova plugin add cordova-plugin-file npm install --save @ionic-native/file



#### Step 2

```
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app.module.ts file
                                                                                                                                Ask Question
      //here importing lines for access camera object and file plugin to our app.
      import {
02.
03.
          Camera
 04.
      } from '@ionic-native/camera';
      import {
 05.
          File
 06.
07.
      } from '@ionic-native/file';
 08.
      @NgModule({
 09.
          providers: [
10.
               //here added class to our provider service block
11.
               Camera,
12.
               File
13.
          ]
      })
14.
      export class AppModule {}
```

## Step 3

Now, it's time to integrate with a component in our app.

#### app.ts file

```
01. import {
02.    Camera,
03.    CameraOptions
04. } from '@ionic-native/camera';
05. import {
06.    File
07. } from '@ionic-native/file';
08. //here injecting camera and file class to our component part as object
```

```
let base64ImageData;
12.
13.
              const options: CameraOptions = {
14.
                  //here is the picture quality in range 0-100 default value 50. Optional field
15.
                  quality: 100,
                  /**here is the format of an output file.
16.
17.
                   *destination type default is FILE URI.
18.
                   * DATA_URL: 0 (number) - base64-encoded string,
19.
                   * FILE_URI: 1 (number) - Return image file URI,
20.
                   * NATIVE_URI: 2 (number) - Return image native URI
21.
22.
                  destinationType: this.camera.DestinationType.DATA_URL,
23.
                  /**here is the returned image file format
                   *default format is JPEG
24.
25.
                   * JPEG:0 (number),
                   * PNG:1 (number),
26.
27.
                   */
                  encodingType: this.camera.EncodingType.JPEG,
28.
                  /** Only works when Picture Source Type is PHOTOLIBRARY or SAVEDPHOTOALBUM.
29.
30.
                   *PICTURE: 0 allow selection of still pictures only. (DEFAULT)
31.
                   *VIDEO: 1 allow selection of video only.
32.
33.
                  mediaType: this.camera.MediaType.PICTURE,
34.
                  /**here set the source of the picture
35.
                   *Default is CAMERA.
                   *PHOTOLIBRARY: 0,
36.
37.
                   *CAMERA : 1,
38.
                   *SAVEDPHOTOALBUM : 2
39.
                   */
                  sourceType: this.camera.PictureSourceType.CAMERA
40.
41.
42.
              this.camera.getPicture(options).then((imageData) => {
                      //here converting a normal image data to base64 image data.
43.
                      base64ImageData = 'data:image/jpeg;base64,' + imageData;
44.
45.
                      /**here passing three arguments to method
                      *Base64 Data
46.
47.
48.
                      *Folder Name
49.
50.
                      *File Name
51.
                      this.writeFile(base64ImageData, "My Picture", "sample.jpeg");
52.
53.
                  }, (error) => {
54.
                      console.log(Error Occured: ' + error);
55.
                      });
56.
57.
              //here is the method is used to write a file in storage
58.
              public writeFile(base64Data: any, folderName: string, fileName: any) {
59.
                  let contentType = this.getContentType(base64Data);
60.
                  let DataBlob = this.base64toBlob(content, contentType);
                  // here iam mentioned this line this.file.externalRootDirectory is a native pre-
61.
      defined file path storage. You can change a file path whatever pre-defined method.
                  let filePath = this.file.externalRootDirectory + folderName;
62.
                  this.file.writeFile(filePath, fileName, DataBlob, contentType).then((success) => {
63.
64.
                      console.log("File Writed Successfully", success);
65.
                  }).catch((err) => {
                      console.log("Error Occured While Writing File", err);
66.
                  })
67.
68.
69.
              //here is the method is used to get content type of an bas64 data
70.
              public getContentType(base64Data: any) {
                  let block = base64Data.split(";");
71.
72.
                  let contentType = block[0].split(":")[1];
73.
                  return contentType;
74.
              //here is the method is used to convert base64 data to blob data
75.
              public base64toBlob(b64Data, contentType) {
76.
                  contentType = contentType || '';
77.
                  sliceSize = 512;
78.
79.
                  let byteCharacters = atob(b64Data);
80.
                  let byteArrays = [];
                  for (let offset = 0; offset < byteCharacters.length; offset += sliceSize) {</pre>
81.
                      let slice = byteCharacters.slice(offset, offset + sliceSize);
82.
                      let byteNumbers = new Array(slice.length);
83.
                      for (let i = 0; i < slice.length; i++) {</pre>
84.
                          byteNumbers[i] = slice.charCodeAt(i);
85.
86.
                      var byteArray = new Uint8Array(byteNumbers);
87.
88.
                      byteArrays.push(byteArray);
89.
```

	Ho	w To Save An Image To A Specific Path In Ionic 3 Using Native Camera Plugin
90.	let blob = new Blob(byteArrays, {	
91.	<pre>type: contentType</pre>	
92	3):	
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## Step 4

Calling the getPicture method.

01. this.getPicture();

For further details, visit the official website.

- Camera https://ionicframework.com/docs/native/camera/
- File Writing https://ionicframework.com/docs/native/file/
- File Location Where to Store a file, https://github.com/apache/cordova-plugin-file#where-to-store-files

### **Summary**

In this article, we discussed how to take a picture in a camera and save a picture's specific path in Ionic 3 using a native camera plugin.

If you have any questions/issues about this article, please let me know in the comments.

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Save Picture To Specific Path In Ionic 3 Native Camera Plugin Ionic Muthu Kumar 10P 1000 Junior Software Developer @Hubfly. A professional 2+ years of Experience in Software Development (SharePoint, Angular 2/4/5/6/7/8, Ionic 2/3/4). It's kind of fun to do the



impossible.

Still issue exists, please follow this link this may help you. https://stackoverflow.com/questions/39490904/errorfailed-to-execute-atob-on-window-the-string-to-be-decoded-

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I want to save image in ion-img to internal storage, it is possible to use that code? Risto Kurniawan • 1884 • 3 • 0

How to save csv file to desired loaction ionic 4 mahesh kumar

• 1885 • 2 • 0 Hi mahesh kumar, You can save any file using native file but path has been mentioned by default. For example check here, https://github.com/apache/cordova-pluginfile#where-to-store-files

Muthu Kumar •582 •2.9k •132.8k Getting this error please help

ravi patel • 1884 • 3 • 0 The string to be decoded is not correctly encoded. Error: Failed to execute 'atob' on 'Window': The string to be decoded is not correctly encoded.

ravi patel • 1884 • 3 • 0 I received same error, how to address this?

Michael Bevilacqua • 1884 • 3 • 0

Hi ravi patel, Sorry for delay. You need pass correct base 64 string to 'atob' method. Muthu Kumar •582 •2.9k •132.8k

is-not-corr Muthu Kumar •582 •2.9k •132.8k

Thank You. Harshitha P • 1878 • 9 • 0

> Muthu Kumar •582 •2.9k •132.8k What we need to pass in content to this method this.base64toBlob(content, contentType)

Sorry that's my mistake, you can change like this, let DataBlob = this.base64toBlob(base64Data, contentType);

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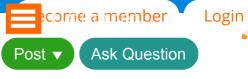
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