

# How to convert a \*.bmp file to a \*.jpg file

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unit Unit1;

interface

uses
  Windows, Messages, SysUtils, Classes, Graphics, Controls,
  Forms, Dialogs, StdCtrls, ExtCtrls;

type
  TForm1 = class(TForm)
    Button1: TButton;
    Image1: TImage;
    procedure Button1Click(Sender: TObject);
  end;

var
  Form1: TForm1;

implementation

{$R *.DFM}

uses JPEG;

procedure TForm1.Button1Click(Sender: TObject);
var
  JPEG: TJPEGImage;
  Bitmap: TBitmap;
begin
  JPEG := TJPEGImage.Create;
  Bitmap := TBitmap.Create;
  try
    // change this to load a suitable bitmap file
    Bitmap.LoadFromFile('C:\MyDir\MyFile.bmp');
    JPEG.Assign(Bitmap);
    Image1.Picture.Assign(JPEG);
  finally
    JPEG.Free;
    Bitmap.Free;
  end;
end;

end.
```

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Original resource:	The Delphi Pool
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