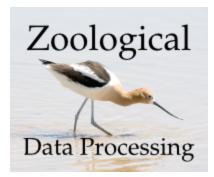Next / Previous / Contents / Shipman's homepage

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5.9. Images

There are three general methods for displaying graphic images in your *Tkinter* application.

- To display bitmap (two-color) images in the `.xbm` format, refer to Section 5.9.1, "The BitmapImage class".

- To display full-color images in the `.gif`, `.pgm`, or `.ppm` format, see Section 5.9.2, "The PhotoImage class".

- The Python Imaging Library (PIL) supports images in a much wider variety of formats. Its `ImageTk` class is specifically designed for displaying images within *Tkinter* applications. See the author's companion document for PIL documentation: *Python Imaging Library (PIL) quick reference*.

5.9.1. The `BitmapImage` class

To display a two-color image in the `.xbm` format, you will need this constructor:

Normally, foreground (1) bits in the image will be displayed as black pixels, and background (0) bits in the image will be transparent. To change this behavior, use the optional `background=`*b* option to set the background to color *b*, and the optional `foreground=`*c* option to set the foreground to color *c*. For color specification, see Section 5.3, "Colors".

This constructor returns a value that can be used anywhere *Tkinter* expects an image. For example, to display an image as a label, use a `Label` widget (see Section 12, "The Label widget") and supply the `BitmapImage` object as the value of the image option:

```
logo = tk.BitmapImage('logo.xbm', foreground='red')
Label(image=logo).grid()
```

5.9.2. The `PhotoImage` class

To display a color image in `.gif`, `.pgm`, or `.ppm` format, you will need this constructor:

```
tk.PhotoImage(file=f)
```

where *f* is the name of the image file. The constructor returns a value that can be used anywhere *Tkinter* expects an image.
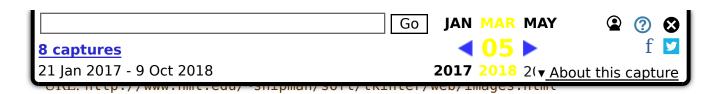

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URL: http://www.nmt.edu/~shipman/soft/tkinter/web/images.html