0Upload Image from gallery

Using file transfer and camera plugin,file

In app.module.ts

Install

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

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

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

import { Camera, CameraOptions } from '@ionic-native/camera';

import { FileTransfer, FileUploadOptions, FileTransferObject } from '@ionic-native/file-transfer';

import { File } from '@ionic-native/file';

…

providers: [

StatusBar,

SplashScreen,

Camera,

FileTransfer,

File,

{provide: ErrorHandler, useClass: IonicErrorHandler}

]

….

In home.ts

import { Component } from '@angular/core';

import { NavController,LoadingController } from 'ionic-angular';

import { Camera, CameraOptions } from '@ionic-native/camera';

import { FileTransfer, FileUploadOptions, FileTransferObject } from '@ionic-native/file-transfer';

import { File } from '@ionic-native/file';

import { EventListener } from '@angular/core/src/debug/debug\_node';

@Component({

selector: 'page-home',

templateUrl: 'home.html'

})

export class HomePage {

base64Image:any;

fileuri;

loading;

percentage:string='';

constructor(public loadingCtrl: LoadingController,public navCtrl: NavController,private camera: Camera,private transfer: FileTransfer, private file: File) {

}

addImage(){

const options: CameraOptions = {

quality: 100,

destinationType: this.camera.DestinationType.FILE\_URI,

sourceType:this.camera.PictureSourceType.PHOTOLIBRARY,

encodingType: this.camera.EncodingType.JPEG,

mediaType: this.camera.MediaType.PICTURE

}

this.camera.getPicture(options).then((imageData) => {

// imageData is either a base64 encoded string or a file URI

// If it's base64:

// this.base64Image = 'data:image/jpeg;base64,' + imageData;

this.fileuri=imageData;

console.log('fileUrl-----',this.fileuri);

this.upload();

}, (err) => {

// Handle error

console.log("error",err);

});

}

upload() {

this.loading = this.loadingCtrl.create({

content: 'Please wait...' +this.percentage

});

this.loading.present();

const fileTransfer: FileTransferObject = this.transfer.create();

console.log('fileUrl1-----',this.fileuri);

let options: FileUploadOptions = {

fileKey: 'profile\_image',

fileName: 'name.jpg',

headers: {}

}

var params = {customer\_user\_id:73};

options.params = params;

fileTransfer.upload(this.fileuri, 'http://goguiddr.com/api/update-customer-image-api', options)

.then((data) => {

// success

this.loading.dismiss();

console.log("file successs----------------",data);

console.log("Code = " + data.responseCode);

console.log("Response = " + data.response);

console.log("Sent = " + data.bytesSent);

},(err) => {

// error

this.loading.dismiss();

console.log(" file error---------------",err)

alert("An error has occurred: Code = " + err.code);

console.log("upload error source " + err.source);

console.log("upload error target " + err.target);

});

fileTransfer.onProgress((progressEvent) => {

var perc=0;

console.log(progressEvent);

if (progressEvent.lengthComputable) {

perc = Math.floor(progressEvent.loaded / progressEvent.total \* 100);

this.percentage = perc + "% loaded...";

console.log(this.percentage);

}

});

}

}

In home.html

<ion-header>

<ion-navbar>

<ion-title>

Ionic Blank

</ion-title>

</ion-navbar>

</ion-header>

<ion-content padding>

The world is your oyster.

<p>

If you get lost, the <a href="http://ionicframework.com/docs/v2">docs</a> will be your guide.

</p>

<button (click)='addImage()'>add file</button>

<img src={{base64Image}} height="100px" width="50px">

<p>{{percentage}}</p>

</ion-content>

\*Note file uri don’t works directly

<https://devdactic.com/ionic-2-images/>

Or

Trick use sanitiazier trust url for android and replace file:// in ios

this.camera.getPicture(options).then((imageData) => {

// imageData is either a base64 encoded string or a file URI

// If it's base64:

// this.base64Image = 'data:image/jpeg;base64,' + imageData;

if (this.Platform.is('android')){

this.expense\_image\_display = this.photoURL(imageData);

}

else{

//for ios

console.log("platform is ios");

this.expense\_image\_display = imageData.replace("file://","");

}

this.fileuri=imageData;

console.log('fileUrl-----',this.fileuri);

this.upload();

}, (err) => {

// Handle error

console.log("error",err);

});

}

photoURL(photourl) {

return this.DomSanitizer.bypassSecurityTrustUrl(photourl);

}