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Images

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Introduction

Images are a very important tool in MiniLibX in order to embrace its full potential. These functions will allow you to read files directly into a image object. This is very useful for textures or sprites of course.

Reading images

To read from a file to a image object, you need either the XPM or PNG format. In order to read we can call the functions `mlx_xpm_file_to_image` and `mlx_png_file_to_image` accordingly. Do mind that `mlx_png_file_to_image` currently leaks memory. Both functions accept exactly the same parameters and their usage is identical.

Now, lets read from an image, shall we?

```
#include <mlx.h>

int main(void)
{
    void *mlx;
    void *img;
    char *relative_path = "./test.xpm";
    int      img_width;
    int      img_height;
```

```
mlx = mlx_init();  
img = mlx_xpm_file_to_image(mlx, relative_path, &img_width, &img_height);  
}
```

If the `img` variable is equal to `NULL`, it means that the image reading has failed. It will also set the `img_width` and `img_height` accordingly, which is ideal when reading sprites.

Test your skills!

Now that you know how to read from files, lets get started on making more graphical stuff ;). Create the following programs:

- Import a cursor of your choice and allow it to roam within the window freely.

- Import a texture and replicate it accross your entire window.