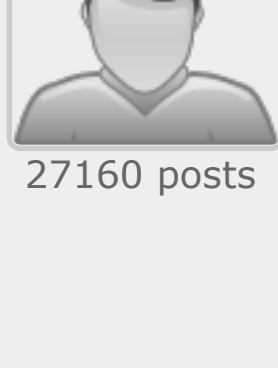


Local Image Paths in HTML for Browser Widget Fails

Classic [List](#) [Threaded](#)9 messages [Options](#) ▾**Alex Tweedly via** Jan 06, 2018; 2:45pm **Local Image Paths in HTML for Browser W** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

I'm trying to send some local html to the browser widget to display a local loading GIF until the page "comes down" from the cloud. This needs to work on mobile too.

the directory structure

```
main app folder
  /assets
    /img
      /global-icons
        ajax_loader_big.gif"
    /info
      web-loading.html
```

```
views
  view_Browser.livecode # Card 1 has the browser widget...
```

I have this in the preopenstack handler

```
setWebURL
```

```
command setWebURL
  put path_Assets() & "info/web-loading.html" into tLocalPath
  put url ("binfile://" & tLocalPath) into tLoader
  put path_Assets() & "img/global-icons/ajax_loader_big.gif" into imgPath
  replace "#IMAGE-PATH#" with imgPath in tLoader
  set the htmlText of widget "body" to tLoader # html is set, but img not found
  put tLoader # let's see what we are getting..
end setWebURL
```

```
path_Assets() function returns the specialFolderPath("resources") & "assets/"
```

it is working for the html itself, but inside html both of these fail

```
# full URL from "root" which would translate correctly on mobile to the app package...
```

```

```

```
# I manually tried a relative path
```

```
<div class="container">

</div>
```

The html is found because we see in the browser widget the broken image icon with the name "ajax_loader_big" so the path function works, html is set as expected, but the browser widget can't find the image locally.

I can "proof" this locally by moving a copy of web-loading.html into the same folder as the stack.. drag and drop onto a browser from that location, which is the same location as the stack with the browser widget...

both of these work

```
src="/Users/Brahmanathaswami/Documents/_Siva-Siva-App/assets/img/global-
icons/ajax_loader_big.gif"
src="../../assets/img/global-icons/ajax_loader_big.gif"
```

I could have sworn I had this working last year, but not today. At that time we were working right in the same directory... so I tried this:

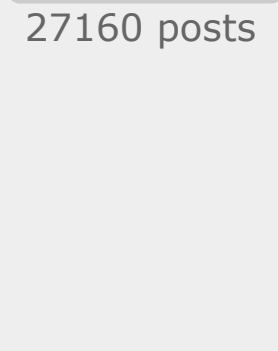
```
views
  /img
    ajax_loader_big.gif
  view_Browser.livecode
  web-loading.html
```

```
src="img/ajax_loader_big.gif" in the html for the browser widget but it still can't find it
```

What am I missing? Why can't the browser widget find the image?

BR

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 06, 2018; 3:15pm **Re: Local Image Paths in HTML for Browser** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

It may be easier if you hit the file directly..

Build up your path string to the html file and put it into a variable (including the file itself)

Then rather than grabbing the contents of the file, first edit and hard code a relative path to your image in the file itself.

Then load the file as a url appearing like so..

```
"file:///path/to/your/html/file/myfile.html"
```

At this point the browser widget has a path location so any relative addressing should work.

It doesn't work to relative reference when you set the htmltext unless you give a proper frame of reference. IE by setting the defaultfolder to the location of the html file. (I think it will work that way). Otherwise the browser widget has no frame of reference to locate things.

As far as why your line:
put path_Assets() & "img/global-icons/ajax_loader_big.gif" into imgPath
and then pasting it in, isn't working.. Not sure, seems like it should work.

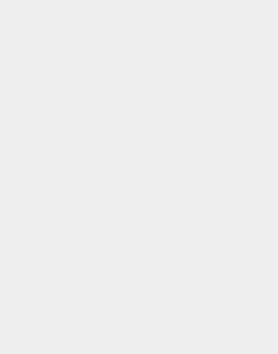
After load is complete, have you looked at the htmltext of the widget to see exactly what is showing up as the src in the img tag?

On Sat, Jan 6, 2018 at 12:45 PM, Sannyasin Brahmanathaswami via use-livecode <[\[hidden email\]](#)> wrote:

```
> I'm trying to send some local html to the browser widget to display a
> local loading GIF until the page "comes down" from the cloud. This needs to
> work on mobile too.
```

```
>
> the directory structure
>
> main app folder
>   /assets
>     /img
>       /global-icons
>         ajax_loader_big.gif"
>     /info
>       web-loading.html
>
> views
>   view_Browser.livecode # Card 1 has the browser widget...
>
> I have this in the preopenstack handler
... [show rest of quote]
```

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 06, 2018; 4:48pm **Re: Local Image Paths in HTML for Browser** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

In reply to [this post](#) by Alex Tweedly via use-livecode

Yet another option.

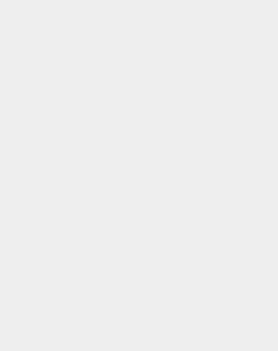
1. Put ONCE the loader into a custom property

```
on mouseUp
  answer file "input your loader.gif"
  if it is empty then exit mouseUp
  put base64Encode(url("binfile:"&it)) into ii
  replace linefeed with empty in ii
  set the loader of this card to compress(ii)
end mouseUp
-- this has now at about the original size of the gif
```

2. Display the loader as follows.

```
on mouseUp
  set the htmltext of widget "browser" to \
    "<img src='data:image/gif;base64,'" & \
      decompress(the loader of this card) & "'>"
end mouseUp
-- optionally add width and height attributes
```

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 07, 2018; 9:25pm **Re: Local Image Paths in HTML for Browser** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

In reply to [this post](#) by Alex Tweedly via use-livecode

@ Mike... thanks...

duh! (as he slaps himself on the side of the head) I was mixing up the props

the htmltext # with

the url

this is all static content so all that was needed was,

```
assets
  /info
    web-loading.html
```

```
<div class="container">

</div>
```

and then this

```
command setWebURL
  put path_Assets() & "info/web-loading.html" into tLocalPath
  set the url of widget "body" to tLocalPath
end setWebURL
```

"of course"

@ HH, thanks for the base64 method... I can use that in other instances.

@ All, this really doesn't get me what I want though, because as soon as we set the URL of the browser widget to the intended remote web page, our local page is of course "disconnected" the loader image is gone and the user is *stll* staring at a blank screen waiting.

I must have been working too late and didn't see either of these to things, which, are of course obvious. I'll start another thread on loading web pages/user notifications.

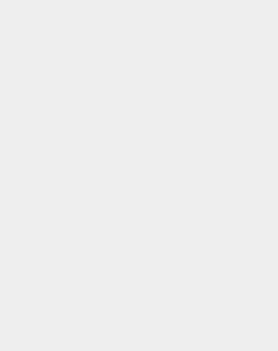
On 1/6/18, 10:15 AM, "use-livecode on behalf of Mike Bonner via use-livecode" <[\[hidden email\]](#)> on behalf of [\[hidden email\]](#)> wrote:

```
Then load the file as a url appearing like so..
```

```
"file:///path/to/your/html/file/myfile.html"
```

At this point the browser widget has a path location so any relative addressing should work.

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 07, 2018; 11:14pm **Re: Local Image Paths in HTML for Browse** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

2 possible options I can see.. either have a 2nd browser widget with that page in it, and enable/disable hide/show or just move it out of the screenrect.. Though it sounds like all you're doing is putting an animated gif that you want to show during page load. Can't you just pop it into an image object, and then overlay it however you like on top of the browser widget. hide/show/enable/disable as needed?

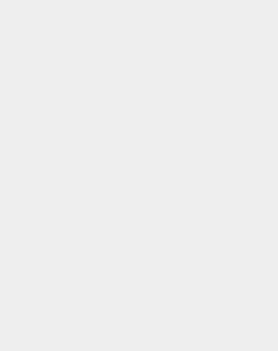
On Sun, Jan 7, 2018 at 7:25 PM, Sannyasin Brahmanathaswami via use-livecode <[\[hidden email\]](#)> wrote:

```
> @ Mike... thanks...
```

```
>
> duh! (as he slaps himself on the side of the head) I was mixing up the
> props
>
> the htmltext # with
> the url
>
> this is all static content so all that was needed was,
```

```
>
> assets
>   /info
>     web-loading.html
>
>   <div class="container">
>          height="128" alt="ajax_loader_big">
... [show rest of quote]
```

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 07, 2018; 11:16pm **Re: Local Image Paths in HTML for Browse** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

ok, nevermind, you can't overlay the browser widget I guess. Is there a way?

On Sun, Jan 7, 2018 at 9:14 PM, Mike Bonner <[\[hidden email\]](#)> wrote:

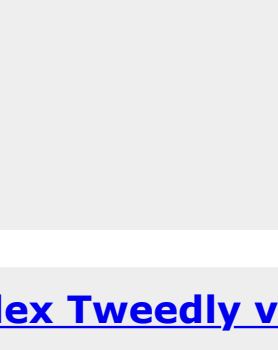
```
> 2 possible options I can see.. either have a 2nd browser widget with that
> page in it, and enable/disable hide/show or just move it out of the
> screenrect.. Though it sounds like all you're doing is putting an animated
> gif that you want to show during page load. Can't you just pop it into an
> image object, and then overlay it however you like on top of the browser
> widget. hide/show/enable/disable as needed?
```

```
>
> On Sun, Jan 7, 2018 at 7:25 PM, Sannyasin Brahmanathaswami via
> use-livecode <[hidden email]> wrote:
```

```
>
>> @ Mike... thanks...
```

```
>>
>> duh! (as he slaps himself on the side of the head) I was mixing up the
>> props
>>
>> the htmltext # with
>> the url
... [show rest of quote]
```

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 08, 2018; 5:37am **Re: Local Image Paths in HTML for Browser** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

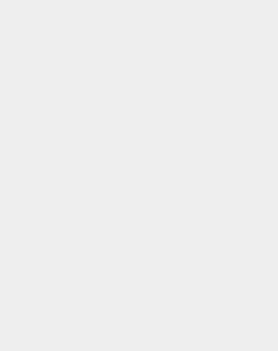
In reply to [this post](#) by Alex Tweedly via use-livecode

Yet another option.

For a *true* progress animation (no gif) use
<https://github.com/HubSpot/pace>
That's what I use with my HTML5 demo pages.

For example (with a selfmade LiveCode theme)
http://hh.on-rev.com/html5/SVG2PNG_HTML5-9.0.0-dp-4hhX.html
Instead you could use your own logo for rotating.

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 08, 2018; 10:16pm **Re: Local Image Paths in HTML for Browse** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

In reply to [this post](#) by Alex Tweedly via use-livecode

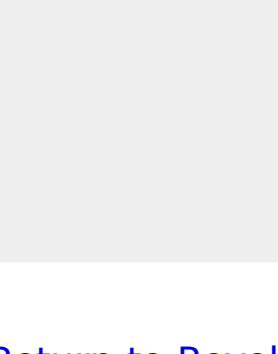
Nope... no way. On mobile, there are major issues with certain mobile controls. e.g. scrolling group becomes a mobile scroller on a phone... this "lies on top of everything" and I believe the browser is also generating a mobile control instance as well. I don't understand it 100% (not even 10%) but my guess is the pixel map for the rect of the display, for some mobile controls, cannot accept input from any other object, within those same bounds/coords.

Especially on Android "all hell breaks" loose on the screen. You would have to see some of the bizarre abstract art that suddenly appears on the screen, very wild "early cubist" stuff with squares/tiles of colors and blocks

On 1/7/18 6:16 PM, "use-livecode on behalf of Mike Bonner via use-livecode" <[\[hidden email\]](#)> on behalf of [\[hidden email\]](#)> wrote:

```
ok, nevermind, you can't overlay the browser widget I guess. Is there a
way?
```

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>

Alex Tweedly via Jan 09, 2018; 3:02pm **Re: Local Image Paths in HTML for Browser** [Reply](#) | [Threaded](#) | [More](#) ▾

27160 posts

On 1/8/18 9:16 PM, Sannyasin Brahmanathaswami via use-livecode wrote:
> Nope... no way. On mobile, there are major issues with certain mobile controls.

You might be able to use the native "busy" indicator on mobile, which doesn't interact with the stack content:

```
mobileBusyIndicatorStart
mobileBusyIndicatorStop
```

(There's a handler in the mobileControls library in SivaSiva that handles this for both desktop and mobile, actually.)

```
--
Jacqueline Landman Gay      | [hidden email]
HyperActive Software        | http://www.hyperactivesw.com
```

use-livecode mailing list
[\[hidden email\]](#)
Please visit this url to subscribe, unsubscribe and manage your subscription preferences:
<http://lists.runrev.com/mailman/listinfo/use-livecode>