

IOS 图片上传处理 图片压缩 图片处理

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提到从摄像头/相册获取图片是面向终端用户的，由用户去浏览并选择图片为程序使用。在这里，我们需要过 UIImagePickerController类来和用户交互。
使用UIImagePickerController和用户交互，我们需要实现2个协议
<UIImagePickerControllerDelegate, UINavigationControllerDelegate>。

View Code

代码如下 复制代码

```
#pragma mark 从用户相册获取活动图片
- (void)pickImageFromAlbum
{
    UIImagePickerController *imagePicker = [[UIImagePickerController alloc] init];
    imagePicker.delegate =self;
    imagePicker.sourceType = UIImagePickerControllerSourceTypePhotoLibrary;
    imagePicker.modalTransitionStyle = UIModalTransitionStyleCoverVertical;
    imagePicker.allowsEditing =YES;

    [self presentViewController:imagePicker animated:YES];
}
```

我们来看看上面的从相册获取图片，我们首先要实例化UIImagePickerController对象，然后设置imagePicker对象为当前对象，设置imagePicker的图片来源为UIImagePickerControllerSourceTypePhotoLibrary，表明当前图片的来源为相册，除此之外还可以设置用户对图片是否可编辑。

View Code

代码如下 复制代码

```
#pragma mark 从摄像头获取活动图片
- (void)pickImageFromCamera
{
    UIImagePickerController *imagePicker = [[UIImagePickerController alloc] init];
    imagePicker.delegate =self;
    imagePicker.sourceType = UIImagePickerControllerSourceTypeCamera;
    imagePicker.modalTransitionStyle = UIModalTransitionStyleCoverVertical;
    imagePicker.allowsEditing =YES;

    [self presentViewController:imagePicker animated:YES];
}

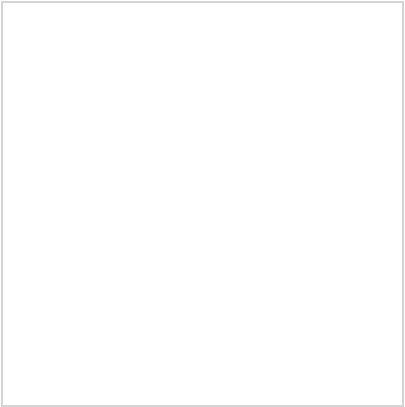
//打开相机
- (IBAction)touch_photo:(id)sender {
    // for iphone
    UIImagePickerController *pickerImage = [[UIImagePickerController alloc] init];
    if(UIImagePickerController
isSourceTypeAvailable:UIImagePickerControllerSourceTypeCamera) {
        pickerImage.sourceType = UIImagePickerControllerSourceTypeCamera;
        pickerImage.mediaTypes = [UIImagePickerController
availableMediaTypesForSourceType:pickerImage.sourceType];

    }
    pickerImage.delegate =self;
    pickerImage.allowsEditing =YES;//自定义照片样式
    [self presentViewController:pickerImage animated:YES completion:nil];
}
```

以上是从摄像头获取图片，和从相册获取图片只是图片来源的设置不一样，摄像头图片的来源为UIImagePickerControllerSourceTypeCamera。
在和用户交互之后，用户选择好图片后，会回调选择结束的方法。

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```

-(void)imagePickerController:(UIImagePickerController*)picker
didFinishPickingMediaWithInfo:(NSDictionary*)info
{
    //初始化imageNew为从相机中获得的--
    UIImage *imageNew = [info objectForKey:@"UIImagePickerControllerOriginalImage"];
    //设置image的尺寸
    CGSize imagesize = imageNew.size;
    imagesize.height =626;
    imagesize.width =413;
    //对图片大小进行压缩--
    imageNew = [self imageWithImage:imageNew scaledToSize:imagesize];
    NSData *imageData = UIImageJPEGRepresentation(imageNew,0.00001);
    if(m_selectImage==nil)
    {
        m_selectImage = [UIImage imageWithData:imageData];
        NSLog(@"m_selectImage:%@",m_selectImage);
        [self.TakePhotoBtn setImage:m_selectImage forState:UIControlStateNormal];
        [picker dismissModalViewControllerAnimated:YES];
        return ;
    }
    [picker release];
}
//对图片尺寸进行压缩--
-(UIImage*)imageWithImage:(UIImage*)image scaledToSize:(CGSize)newSize
{
    // Create a graphics image context
    UIGraphicsBeginImageContext(newSize);

    // Tell the old image to draw in this new context, with the desired
    // new size
    [image drawInRect:CGRectMake(0,0,newSize.width,newSize.height)];

```

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```

UIImage* newImage = UIGraphicsGetImageFromCurrentImageContext();

// End the context
UIGraphicsEndImageContext();

// Return the new image.
return newImage;
}

```

图片保存到本地document里面--以及图片格式的转换

IOS开发之保存图片到Documents目录及PNG，JPEG格式相互转换

```

-(void)imagePickerController:(UIImagePickerController *)picker didFinishPickingMediaWithInfo:(NSDictionary*)info {
    NSString *mediaType = [info objectForKey:UIImagePickerControllerMediaType];

    if ([mediaType isEqualToString:@"public.image"]){
        image = [info objectForKey:@"UIImagePickerControllerOriginalImage"];
        NSData *data;
        if (UIImagePNGRepresentation(image) == nil) {
            data = UIImageJPEGRepresentation(image, 1);
        } else {
            data = UIImagePNGRepresentation(image);
        }

        NSFileManager *fileManager = [NSFileManager defaultManager];
        NSString *filePath = [NSString stringWithString:[self getPath:@"image1"]]; //将图片存储到本地documents
        [fileManager createDirectoryAtPath:filePath withIntermediateDirectories:YES attributes:nil error:nil];
        [fileManager createFileAtPath:[filePath stringByAppendingString:@"/image.png"] contents:dataattributes:nil];
    }
}

```

```
UIImage *editedImage = [[UIImage alloc] init];
editedImage = image;
CGRect rect = CGRectMake(0, 0, 64, 96);
UIGraphicsBeginImageContext(rect.size);
[editedImage drawInRect:rect];
editedImage = UIGraphicsGetImageFromCurrentImageContext();

UIButton *imageButton = [UIButton buttonWithType:UIButtonTypeCustom];
imageButton.frame = CGRectMake(10, 10, 64, 96);
[imageButton setImage:editedImage forState:UIControlStateNormal];
[self.view addSubview:imageButton];
[imageButton addTarget:self action:@selector(imageAction:)forControlEvents:UIControlEventTouchUpInside];
[ipc dismissModalViewControllerAnimated:YES];
} else {
    NSLog(@"Media");
}
```

上面的代码是当从相册里面选取图片之后保存到本地程序沙盒，在上面我们得到的图片中不能够得到图片名字，以及不清楚图片格式，所以这个时候我们需要将其转换成NSData二进制存储，

```
image = [info objectForKey:@"UIImagePickerControllerOriginalImage"];
```

```
NSData *data;
if (UIImagePNGRepresentation(image) == nil) {
    data = UIImageJPEGRepresentation(image, 1);
} else {
    data = UIImagePNGRepresentation(image);
}
```

UIImagePNGRepresentation转换PNG格式的图片为二进制，如果图片的格式为JPEG则返回nil；

```
[fileManager createFileAtPath:[filePath stringByAppendingString:@"/image.png"] contents:data attributes:nil];
```

 将图片保存为PNG格式

```
[fileManager createFileAtPath:[filePath stringByAppendingString:@"/image.jpg"] contents:data attributes:nil];
```

 将图片保存为JPEG格式

我们也可以写成下面的格式存储图片

```
NSString *pngImage = [filePath stringByAppendingPathComponent:@"Documents/image.png"];
NSString *jpgImage = [filePath stringByAppendingPathComponent:@"Documents/image.jpg"];
[data writeToFile:pngImage atomically:YES];
[data writeToFile:jpgImage atomically:YES];
```

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