Loading images

Load an image for use in SimpleGUI - see Docs

im = simplegui.load_image(URL)

URL example for map magnifier

"http://commondatastorage.googleapis.com/codeskulptor-assets/gutenberg.jpg"

Tips

1. We will provide all images that you need for the class in Google Storage.

2. If you wish to create and use your own images, make sure that image is accessible via web. Cut and paste the image into a web browser to test it. Make sure it is downloadable.

3. We will show you how to download images from your DropBox account in week six.

4. Remember that loading images across the web takes time. The image may not appear immediately the first time you try to load it into CodeSkulptor.

Drawing images

Drawing images in SimpleGUI

canvas.draw_image(im, src_center, src_size, dst_center, dst_size)

Canvas

Image

dst_center

src_center

src_size

dst_size
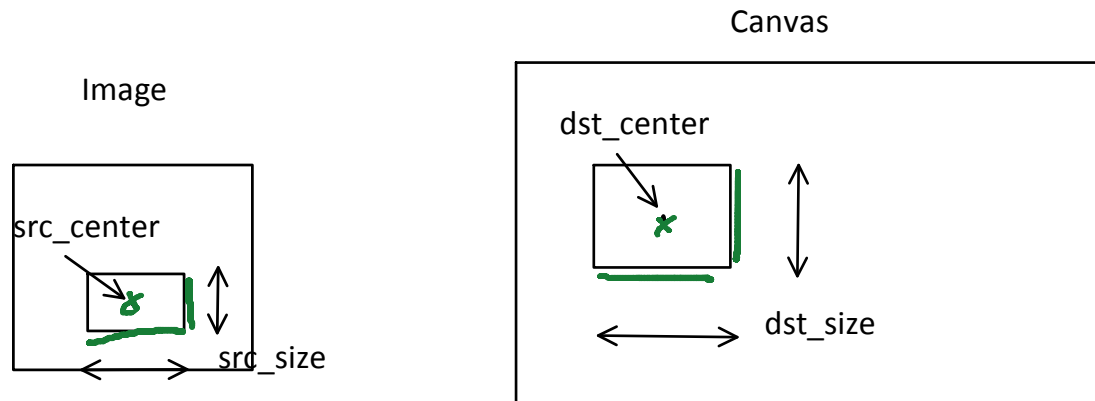
Tips
1. Attempting to draw before load finishes causes draw to fail. Execution continues.
2. Source rectangle not lying entirely on canvas causes draw to fail. Execution continues.

Map magnifier

Gutenberg project map - 1521 pixels wide, 1821 pixels high

Too large to draw completely on canvas at full resolution

Strategy - scale resolution down by a factor of three and draw reduced resolution image

Click on canvas - display small portion of image as original resolution around click location

Two calls to draw_image:
First draws entire map at reduced resolution
Second draws magnifier pane around mouse click