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## iOS: load an image from url

I need to load an image from a url and set it inside an UllmageView; the problem is that I don't know the exact size of the image, then how can I show the image correctly?

2 Why would that be a problem? Once the image is downloaded you will know its size. You can also make the image view the size you want and stretch the image to fit. – David Rönnqvist Jun 10 '12 at 21:40

## 3 Answers

Just use the size property of Ullmage, for example:

Or set the size you want on the image view and just stretch the image once its downloaded to fit the image view. (You should stretch AND keep aspect, everything else looks weird) – David Rönnqvist Jun 10 '12 at

ah ok...but I don't understand how resize this image for my imageView; I sholud to create a miniature and I haven't a lot of space for my imageView (max 236 width and max 60 for height); in this space I should load image from url but it should be proportionate... — crazyDev Jun 10 '12 at 21:51

1 I think what you want is to set the contentMode of the UllmageView to UlContentViewScaleAspectFit. But have a look at the documentation. – fbernardo Jun 10 '12 at 22:03

```
aaaaaa ok thanks a lot.... - crazyDev Jun 10 '12 at 22:04
```

Thanks for this code. I have a question, how do I display a "loading" while the image is being retrieved and notify if the picture fails to download? – Shannon Cole Jul 10 '13 at 1:49

## In swift:

```
var url = NSURL.URLWithString("http://www.example.com/picture.png")
var data = NSData(contentsOfURL : url)
var image = UIImage(data : data)
image.size // if you need it

answered Sep 8 '14 at 18:26

yegor256
35.8k 52 268 411
```

In swift regarding using optionals:

```
var url:NSURL? = NSURL(string: imageString)
var data:NSData? = NSData(contentsOfURL : url!)
var image = UIImage(data : data!)
answered Jan 7 '15 at 15:32
```

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This will crash if the image file is not at the specified image string. - Suragch Feb 6 at 10:02

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