

Re: Loading an image webcontrol directly without saving file to server

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.aspnet/2006-10/msg03518.html>

- *From:* "Mark Denardo" <mark@xxxxxxxxxxxxxxxx>
 - *Date:* Sat, 21 Oct 2006 14:50:39 -0700
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Ok, thanks everyone for the input. Keeping the file on disk and saving the path to the file in the database was my first idea, but I was having problem refreshing the image if the user changed the photo, etc. I guess I need resolve that issue rather than keeping the image in memory. I'll open up a new thread.

"Mark Denardo" <mark@xxxxxxxxxxxxxxxx> wrote in message news:7oWdnOi11oit9qfYnZ2dnUVZ_sSdnZ2d@xxxxxxxxxxxxxxxx

My question is similar to one someone posted a few months back, but I don't see any replies.

Basically I want to be able to have users upload photos and save them in a database (as byte data) and be able to load them to an image webcontrol, but `system.web.ui.webcontrols.image` only seems to have a control to load the image from a URL.

There's no way to load this directly without saving the image as a file and then using `"Image1.ImageUrl = ..."`?

Seems a little silly, am I missing something obvious here?

----- Original Message -----

From: "byrd48" <byrd.48@xxxxxxxxxxxxxxxx>

Newsgroups: microsoft.public.dotnet.framework.aspnet

Sent: Wednesday, July 05, 2006 9:02 PM

Subject: system.drawing.image to system.web.ui.webcontrols.image

Hi,

I have a method that creates a `system.drawing.image` behind the scenes.

I would like to load this image to a web page as a control, as in

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td.controls.add(). I know I can save this generated image to the server as a jpg, then load it as a webcontrols image, but I would rather skip that step and load it without saving.

What do you suggest?

Thanks in advance.

Jon