

Re: Exception Thrown When Rotating Photos Successively

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-07/msg01487.html>

- *From:* "Jay B. Harlow [MVP – Outlook]" <Jay_Harlow_MVP@xxxxxxxx>
 - *Date:* Sun, 10 Jul 2005 08:36:41 –0500
-

PB,

As bob suggests it sounds like the old file-locking problem, however I have not tried your code to find the problem.

One item I would suggest is to use the using statement to ensure that files & other objects are disposed of (closed) properly.

Something like (untested):

```
// BEGIN Snippet
System.Drawing.Image imageToFlip;
using (System.IO.FileStream fs = new System.IO.FileStream(pathToOriginal,
System.IO.FileMode.Open, System.IO.FileAccess.ReadWrite))
{

imageToFlip = System.Drawing.Image.FromStream(fs);

if (direction.ToUpper() == "LEFT")
{
imageToFlip.RotateFlip(System.Drawing.RotateFlipType.Rotate270FlipNone);
}
else
{
imageToFlip.RotateFlip(System.Drawing.RotateFlipType.Rotate90FlipNone);
}

}

File.Delete(pathToOriginal);

using (imageToFlip)
{
// Save the new image, setting the ContentType correctly
if (fileType == "JPG" || fileType == "JPEG")
{
imageToFlip.Save(pathToOriginal,
System.Drawing.Imaging.ImageFormat.Jpeg);
}
}
}
```

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```
}  
else  
{  
imageToFlip.Save(pathToOriginal,  
System.Drawing.Imaging.ImageFormat.Gif);  
}  
  
}  
  
// END Snippet
```

I wonder if the Image.Save calls are tripping you up. Have you tried replacing them with Streams instead of file names?

Hope this helps
Jay

"PB" <A@xxxxx> wrote in message
news:eGjSzRwgFHA.3124@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
| Hi Bob – I'm a bit confused – as you are suggesting that I do something I
| think I'm already doing. Can you elaborate? Am I actually *not* opening
| the
| image from a stream even though I'm working with it as
| System.IO.FileStream
| ? Is there another type of stream you are thinking of that I'm not using
| that I should be using?

| Thanks.

| "Bob Powell [MVP]" <bob@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
| news:OO6X%23zsgFHA.3316@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

| > This looks like the old file-locking problem. Open the image from a
| stream

| > and explicitly close the stream. Then you can save the rotated image
| back

| > to the original filename without this problem.

| >

| > --

| > Bob Powell [MVP]

| > Visual C#, System.Drawing

| >

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```
|>
|> All new articles provide code in C# and VB.NET.
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|>
|>
|>
|>
|> "PB" <A@xxxxx> wrote in message
|> news:%23u0xD1dgFHA.2840@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
|>> As part of an ASP.NET Web Application I have a routine (relevant
portion
|>> is below) that lets users rotate a photo (jpg or gif).
|>>
|>> The routine works just fine if it is run once. If run a second time
|>> immediately after the first, then an exception with the following
message
|>> is thrown:
|>>
|>> "The process cannot access the file
|>> "C:\InetPub\Files\MyApp\SubDir\MyPic.JPG" because it is being used by
|>> another process"
|>>
|>> What do I need to change in order to be able to run this code more than
|>> once without that exception being thrown?
|>>
|>> // BEGIN Snippet
|>> System.IO.FileStream fs = new System.IO.FileStream(pathToOriginal,
|>> System.IO.FileMode.Open, System.IO.FileAccess.ReadWrite);
|>> System.Drawing.Image imageToFlip = System.Drawing.Image.FromStream(fs);
|>>
|>> if (direction.ToUpper() == "LEFT") {
|>>
imageToFlip.RotateFlip(System.Drawing.RotateFlipType.Rotate270FlipNone);
|>> }
|>> else {
|>> imageToFlip.RotateFlip(System.Drawing.RotateFlipType.Rotate90FlipNone);
|>> }
|>>
|>> // Delete the original (non rotated) so we can recreate it with the
|>> original file name
|>> fs.Close();
|>>
|>> File.Delete(pathToOriginal);
|>>
|>> // Save the new image, setting the ContentType correctly
|>> if (fileType == "JPG" || fileType == "JPEG") {
|>> imageToFlip.Save(pathToOriginal,
|>> System.Drawing.Imaging.ImageFormat.Jpeg);
|>> }
|>> else {
```

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```
|>> imageToFlip.Save(pathToOriginal,  
System.Drawing.Imaging.ImageFormat.Gif);  
|>> }  
|>>  
|>> // clean up now that we're done with it.  
|>> imageToFlip.Dispose();  
|>>  
|>> // END Snippet  
|>>  
|>>  
|>> The users need to be able to rotate more than once.  
|>>  
|>> Thanks!  
|>>  
|>  
|>  
|  
|
```

• *References:*

- ◆ *Exception Thrown When Rotating Photos Successively*
 ◇ *From:* PB
 - ◆ *Re: Exception Thrown When Rotating Photos Successively*
 ◇ *From:* Bob Powell [MVP]
 - ◆ *Re: Exception Thrown When Rotating Photos Successively*
 ◇ *From:* PB
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