
Detecting downloaded image size

Posted by kati42 - 2009/04/29 20:21

I made a window that downloads the xkcd comic and displays it on the desktop. That part works fine. However, the size of this comic is not the same every day. Is there a straightforward way to detect the width of the comic so that I can resize the background and window appropriately? Or at least the background (which provides a "frame" for the comic, and is needed so that the title and caption of the comic are readable on my background).

Worst-case I can skip the background image, make the window as large as the largest comic, and move the caption to above the image (so the image can grow to the right and down as much as it wants). But then the text may not be visible on some backgrounds...

Thanks!

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Re:Detecting downloaded image size

Posted by Rainy - 2009/05/03 12:12

If you don't define the width or height for the window or for the image Rainlendar should calculate the dimensions automatically. At least in theory. Can you share the skin? I can take a look at it.

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Re:Detecting downloaded image size

Posted by kati42 - 2009/05/06 17:45

That part works correctly. The problem is that I want to put some text above the image and some text below the image. Particularly for the "below" I need to be able to position it just below the picture. Without knowing the height in advance, I can't do that. I'd also like to make the width of that text limited to the same width as the picture...

So the config isn't working "incorrectly", it's just that I don't know how to accomplish something. I can still upload it if you like later tonight or tomorrow.

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