

BlackBerryImageLoader Manual

Each BlackBerry device has a different size and resolution. You cannot simply design and load one size and resolution but need to actually create multiple images for different BlackBerry devices. Loading those images in BlackBerry is a complex process which requires the application detects the BlackBerry model and screen resolution and then decide which image needs to be loaded. Since there are many BlackBerry models, in order to support as many BlackBerry devices as possible, the code can be tediously long and hard to organize.

The BlackBerryImageLoader frees BlackBerry developers from this cumbersome image loading process. The programmer only needs to put the image file in the screen resolution folder and call the loading function. Then the BlackBerryImageLoader will detect the BlackBerry model, as well as screen resolution, automatically select the right image file based on the that resolution and return the Bitmap object of that image file.

1. Load BlackBerryImageLoader into Your BlackBerry Project

This tutorial will show you how to load a BlackBerryImageLoader library for BlackBerry projects.

If you are read, launch the Eclipse and go to your Workbench.

To setup your new BlackBerry project:

1. Click on File/New/Project menu.
2. Select BlackBerry project
3. Click Next.
4. Chose Project name and location.
5. Enter the project name, i.e. "HelloImageLoader"
6. Select your location or use a default one to store your project.
7. Click Next.
8. Click Libraries (Figure 1).

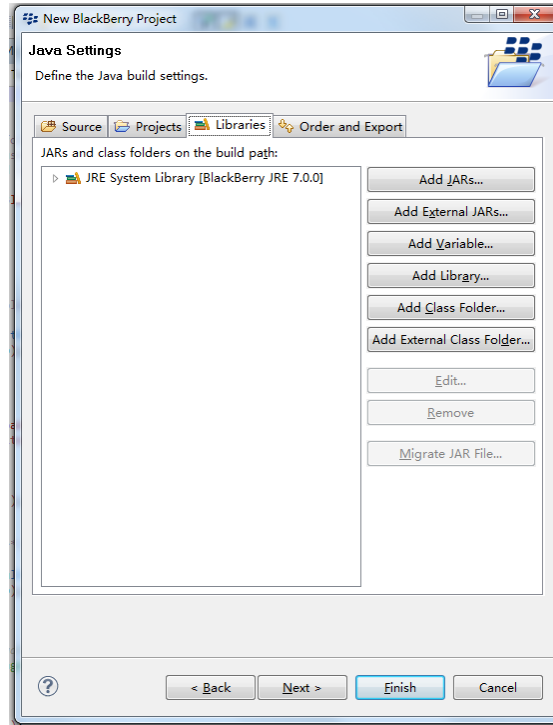


Figure 1

9. Click Add External JARs ...
10. Select the BlackBerryImageLoader.jar file you downloaded (Figure 2).

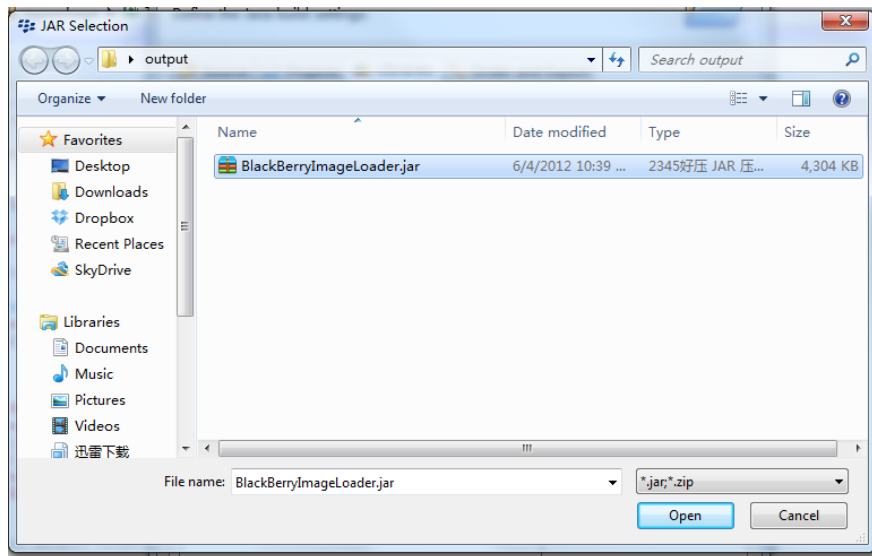


Figure 2

11. Click Open.
12. Go to Order and Export (Figure 3).

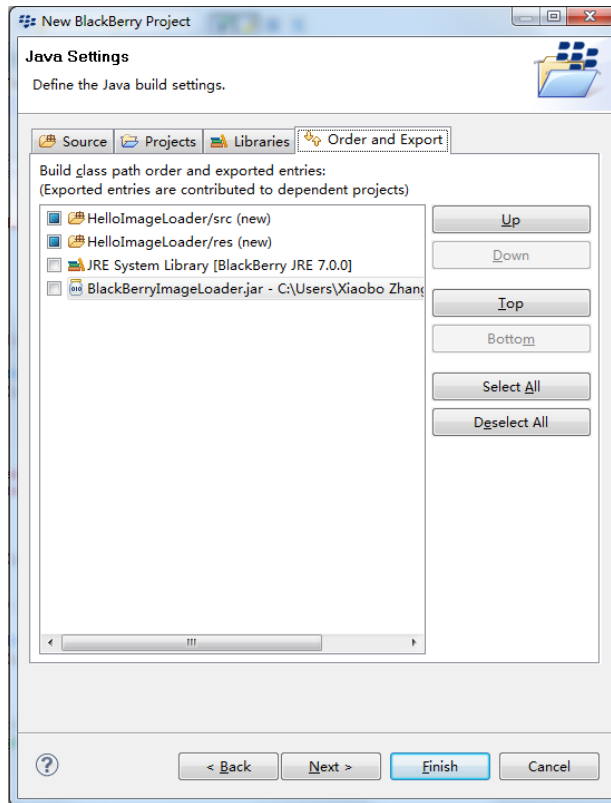


Figure 3

13. Check BlackBerryImageLoader.jar (Figure 4).

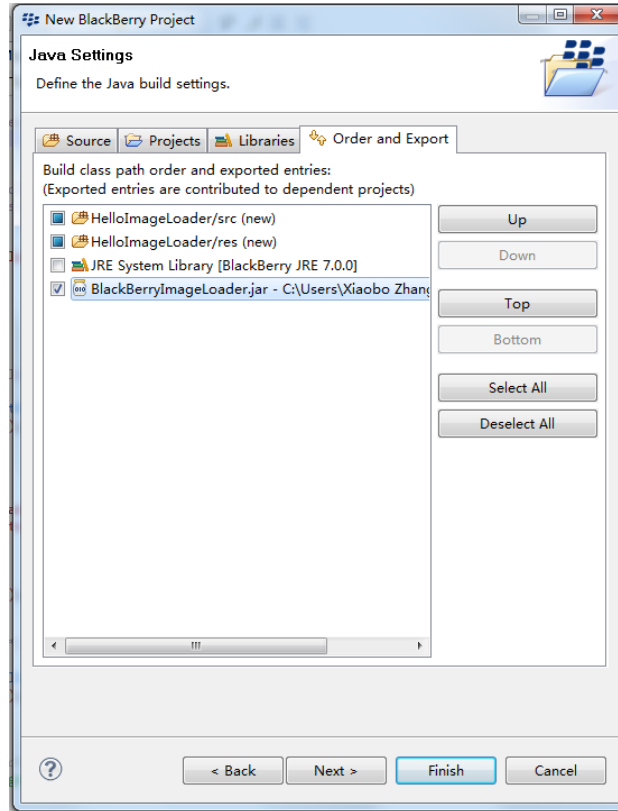


Figure 4

14. Click Finish.
15. Now you can use BlackBerryImageLoader.jar in your "HelloImageLoader" project.

2. Load Image from the Default Screen Type Folder

This tutorial tries to load an image from the default screen type folder.

BlackBerryImageLoader.jar can help you build project that can load images from different folders for different phones with different resolution. As shown in Figure 5, you can save your image into different folders for different resolution. And BlackBerryImageLoader.jar can select loading folders according to the BlackBerry's resolution.

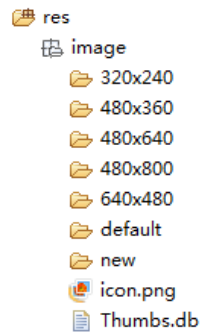


Figure 5

Remember, all of your image resource folder should in the `res/image/` folder. And you cannot change that.

In your project, you can directly load your image by using:

```
Bitmap image = BlackBerryImageLoader.loadBitmapFromFile("flower.png");  
BitmapField bitmapField = new BitmapField(image);  
add(bitmapField);
```

The `BlackBerryImageLoader.jar` will first search in the default screen type folder which is related to the phone type and resolution. If the image is in the default screen type folder, the image will be loaded. If it is not in the default screen type folder, the `BlackBerryImageLoader.jar` will continue to look into the default image folder. If the default image folder contains the image file, the image will be loaded. If not, the `BlackBerryImageLoader.jar` will through an exception with message to tell you that the image cannot be found.

3. Change the Default Screen Type Folder

You cannot change the default folder name. However, you can always change the default screen type folder name. In order to do that, you can use:

```
BlackBerryImageLoader.FolderMapping(  
    BlackBerryImageLoader.BLACKBERRY_360x480, "new");
```

This will redirect the default screen type folder from `360x480` to `new/`. And all other default screen type folder still uses the default folder, such as `480x360`, if you do not change them. The folder structure is displayed under `res/image/` and this cannot be changed.