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Demo of Uploading Images in ASP, Resizing and Saving to Disk

REQUIREMENTS

The csASPUpload (trial version) and csImageFile (trial version) DLLs must be registered on the server.

The following files must be placed in the same folder which must be web shared and must be able to run scripts:

fileupload.htm
filesave.asp
view.asp
delete.asp

A sub folder called "files" which is immediately below the folder containing the scripts. The Internet Guest User must have Modify permission if it is to be able to create and delete files in this folder.

DESCRIPTION

This is a demonstration of how to upload an image to a folder on the server, resizing it at the same time. It also shows how the File System Object can be used to list and delete these files.

The starting page is **FileUpload.htm** which contains a form with a file field. This form is posted to **FileSave.asp** which resizes and saves the file. The page **view.asp** lists the files in the "files" directory and offers a link to the file and a button to delete each file. **Delete.asp** performs the deletion.

TROUBLESHOOTING

If this demo does not work here are some possible reasons.

1. The page **filesave.asp** requires both the csASPUpload and csImageFile trial components to be registered on the server. These components are not supplied with these example scripts but can be downloaded from the Chestysoft web site.
2. A sub folder must be created immediately below the one containing the scripts. This must be called "files". If this is not present the **filesave.asp** will generate an error.
3. Some permissions may need to be set. The Internet Guest User must have Read and Execute permission on the DLL file. It must have Modify permission over the "files" sub folder.
4. The trial components have an expiry date and will not work after this date. **Fileupload.asp** will display an error message if this is the case.

5. Both components are now supplied as 32 bit and 64 bit DLLs and the correct component must be called in the Server.CreateObject command in "process.asp". The 32 bit version of csASPUUpload contains the characters "32" but the 32 bit version of csImageFile does not.

POSSIBLE EXTENSIONS

In a more serious application some error checking would be required to make sure the file was an image that could be read by csImageFile. As it is, it will give an error if such a file is uploaded.

In order to prevent files from being overwritten if they have the same name the **OverwriteMode** property could be used. Setting **OverwriteMode** to 2 causes duplicate names to be renamed. See the csImageFile instructions for more on this.

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