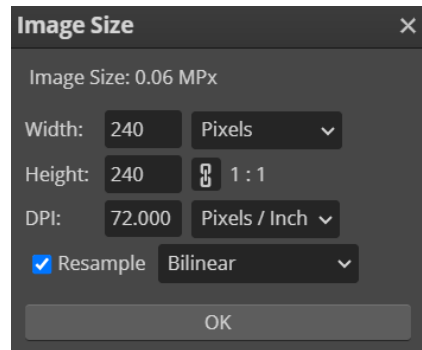


**You can use your own JPG images and display them on the screen.
Follow these steps:**

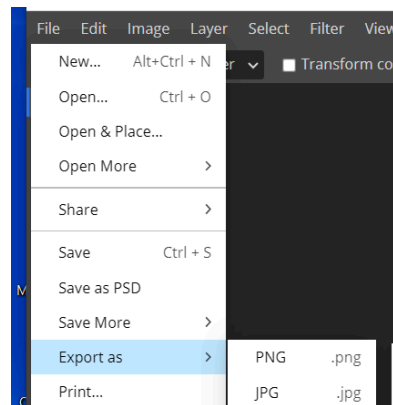
Part 1

Resize the image and change the compression

1. Select an image (your own or one from the Internet)
2. Resize the image. Maximum size is 240x240
3. You must also use a standard (not fancy) compression.
 - a. **Option 1** for resizing: **PhotoPea** (<https://www.photopea.com/>)
 - i. This is a free online photo editing tool -- no account required and no download
 - ii. Open your image
 - iii. Go to IMAGE -- IMAGE SIZE and change to no larger than 240x240 (and bilinear)

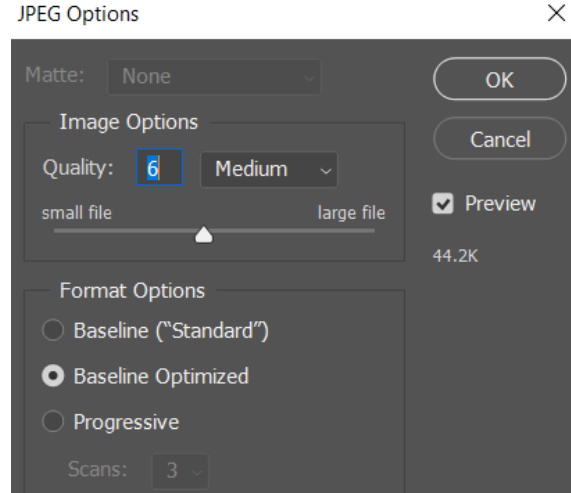


- iv. Then go to FILE -- EXPORT AS and select JPG



- b. **Option 2** for resizing: **Pixlr.com**
 - i. If you use Pixlr.com you can work with 3 images for free each day
 - ii. In the editor, open the image (crop if needed)
 - iii. Go to LAYOUT & TEMPLATE and then SMART RESIZE
 - iv. Change the image size to no bigger than 240x240 pixels
 - v. Select APPLY
 - vi. Go to SAVE and keep it on JPG. I used the Medium setting and the image loaded into CodeX just fine
 - c. **Option 3** for resizing: **PhotoShop**
 - i. Open the image
 - ii. Crop if needed
 - iii. Go to IMAGE -- IMAGE SIZE
 - iv. Change the measurement to pixels and then resize to no more than 240x240
 - v. Under "Resample" choose "Bilinear"

- vi. Go to FILE -- SAVE AS
- vii. Make sure you save as JPG
- viii. Select SAVE and give your file a name
- ix. Select a medium size and optimized



- d. I'm sure there are other software options available to get the right size/compression. I just haven't tried them.

Part 2

Upload your image file to the CodeX

1. Your CodeX needs to be plugged in to the computer
2. Press and hold the BTN_A and BTN_L at the same time.
3. While pressing the 2 buttons, press the RESET button on the back of the Codex. Just press it but don't keep holding it down.
4. Keep holding the BTN_A and BTN_L. You should see the LED lights under the screen turn on one at a time. After all four turn on and off, they will blink twice.
5. Then release BTN_A and BTN_L. A CodeX file window will pop up and you are ready to drag your image to the CodeX
6. Change the read property of the CodeX by unplugging and plugging back in.

Part 3

Use your file in a program

1. Start a new file in CodeSpace
2. Use code similar to this to display the image:

```
from codex import *  
  
pic = "trialPic.jpg"  
display.draw_jpg(pic)
```

- If you put the image in a folder, include the path
- You can put several image file names, which are strings, in a list and call them either randomly or scroll through them as you have learned to do with lists.
- If the image doesn't display, it is usually the compression, so try again.