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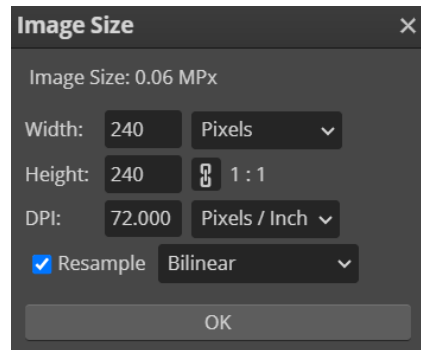
        iv. Then go to FILE -- EXPORT AS and select JPG
        v.

.
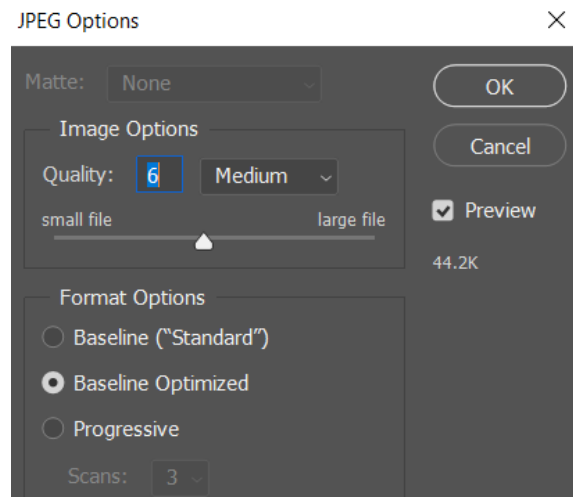
Part 2

Upload your image file to the CodeX (youtube video demonstration)

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.