

What image formats are supported by the GUI?

wxImage

This class encapsulates a platform-independent image. An image can be created from data, or using `wxBitmap::ConvertToImage`. An image can be loaded from a file in a variety of formats, and is extensible to new formats via image format handlers. Functions are available to set and get image bits, so it can be used for basic image manipulation.

Handlers

- `wxBMPHandler` For loading and saving, always installed.
- `wxPNGHandler` For loading (including alpha support) and saving.
- `wxJPEGHandler` For loading and saving.
- `wxGIFHandler` Only for loading, due to legal issues.
- `wxPCXHandler` For loading and saving (see below).
- `wxPNMHandler` For loading and saving (see below).
- `wxTIFFHandler` For loading and saving.
- `wxIFFHandler` For loading only.
- `wxXPMHandler` For loading and saving.
- `wxICOHandler` For loading and saving.
- `wxCURHandler` For loading and saving.
- `wxANIHandler` For loading only.