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Thread: [Dynamic Image->Bitmap issue](#)

DNA - July 25, 2019, 11:08 am

So here's the deal...

I have a method that determines the location of a sample bitmap image, however I am unable to use any image that isn't loaded from Properties.Resources.

At most I was able to save and load from a resx file but this did not produce the same results and using ResourceWriter and ResourceReader failed as well (no exceptions, simply returns null).

What I need is to be able to either

A: Save and Load from Resources in the shortest way possible (preferably using overload parameters)

Or

B: Change an image to be the exact same bitmap output that resources would produce, whatever that result may be.

Essentially I am trying to use images on an array as bitmap images.

I have tried the standard

"(Bitmap) image/ Image newImage = new Bitmap(image);" methods, but this fails.

Any suggestions are highly appreciated.

Code //Invalid Example:

```
bool isValid = FindBitmap((Bitmap)image, screenshot, out location);
```

//Valid Example:

```
bool isValid = FindBitmap(Properties.Resources.PresavedImage, screenshot, out location);
```

Resolved:

Issue was that the bitmap size was not relative to the image size.