

# Image.Save

Save a copy of the image to storage.

```
img.Save(file, quality)
```

## Sample

[imgsave.js](#)

```
function OnStart()  
{  
    lay = app.CreateLayout( "linear", "VCenter,FillXY" );  
    img = app.CreateImage( "/Sys/Img/Droid2.png" );  
    img.SetLineWidth( 2 );  
    img.DrawLine( 0,0,1,1 );  
    lay.AddChild( img );  
  
    app.AddLayout( lay );  
    // High quality jpeg  
    img.Save( "/sdcard/test95.jpg",95 );  
    // Low quality jpeg  
    img.Save( "/sdcard/test05.jpg",5 );  
    // png ignores quality  
    img.Save( "/sdcard/test.png" );  
}
```

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Last update: **2017/02/16 11:14**

