
Subject: Re: Showing bitmaps or Icons

Posted by [fudadmin](#) on Mon, 20 Mar 2006 06:45:40 GMT

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Why this doesn't work?

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{   TopWindow w;  
    Label l;  
    Image img;
```

```
    w.Add(l);  
    l.SetPos(l.PosLeft(0, 100), l.PosTop(0, 30));
```

```
    img = BmpEncoder::NewBmp()->LoadImage("testImg.bmp");  
    //img.Exclamation();    //at least this should work?  
    l.SetImage(img);
```

```
    w.Run();  
}
```

And how to check if image was loaded?
