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Subject: Re: Showing bitmaps or Icons

Posted by [gprentice](#) on Sat, 15 Apr 2006 11:20:06 GMT

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Is the code below valid - it seems to work?

gp1 is the name of a bitmap in an .iml file, just like Smiley() in the reference/iml example. What does `img1 = gp1()` do - does `img1` store a copy of the bitmap?

```
GUI_APP_MAIN
```

```
{
  App w;
  Label l1;
  Image img1;

  w.Add(l1);
  l1.SetPos(l1.PosLeft(10, 100), l1.PosTop(10, 30));
  img1= gp1();
  l1.SetImage(img1);
  w.Run();
}
```

In the iml example there is

```
w.DrawImage((sz.cx - isz.cx) / 2, (sz.cy - isz.cy) / 2, Smiley());
```

What does "Smiley()" do here - does it get the "address" of the Smiley bitmap that has been embedded in the app due to the iml file being part of the project?

Graeme

BTW - in the reference/events example, the `Log("Paint")` in the `Paint` function causes continuous events ... I can't remember if this was originally a commented line and I uncommented it myself or not.