
Subject: Re: Showing bitmaps or Icons

Posted by [mirek](#) on Sat, 26 Nov 2005 09:33:42 GMT

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Quote:

Where would I look for info on how to load and show a .bmp bitmap file or an icon (given an icon handle HICON on Win32) and then get mouse events (mouse move, mouse click) for this image?

Load it in to the Image, then create your own Ctrl, paint it in the Paint an react to the MouseMove/LeftDown etc...

To load it into the Image, use BmpEncoder. Note: this part a little bit complex, as Tom designed the interface (sorry for this little retaliation Tom :):

```
Image img = BmpEncode::NewBmp()->LoadImage(....
```

Quote:

suppose I want a customised checkbox - I create two bitmaps (checked and unchecked) that I want to switch when the image is clicked.

In this case using .bmp is quite ineffective, for U++. Just design your images in the ImageDes (in .iml file) and then use them (in U++, Image is simple value object - use it as it was String.... .iml will provide you a set of "function-constants" that will return your images designed in .iml).

See reference/iml

Quote:I recall mention of a grid component created by Daniel. Is this part of UPP? If not, it's ok. Just wondering.

Not yet. I am lagging (I have to add his DatePicker first
