
Subject: Re: Showing bitmaps or Icons

Posted by [gprentice](#) on Sat, 26 Nov 2005 11:56:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: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

Interesting, thanks. I tried the iml example and notice some "flickering effects" in the image when the window is resized. Even with a non centered image whose position isn't changing when the window is resized, I get a little bit of flickering. Is this expected? Any ideas for how to avoid it? If I drag the window round the screen I don't get any flickering in the image.

I remember flickering was an issue with wxWidgets as discussed here -
http://wiki.wxwidgets.org/wiki.pl?action=browse&id=Flicker-Free_Drawing&revision=18

I vaguely recall one of the solutions was to avoid erasing.

Graeme
