Aha! I had this problem, and probably for exactly the same reasons as you did, namely thinking that you could use CtrlsImageLook with other image collections.

In fact, the definition of CtrlsImageLook is:
Quote:void CtrlsImageLook(Value *look, int i, int n)
{
 while(n--)
  *look++ = CtrlsImg::Get(i++);
}
which means that whats happening is that you are passing in the index of the image in your image file, and the index is then used to look up an image in CtrlsImg.

The solution: Set all images individually or create your own TabsImageLook variant.