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Subject: Image with Layout (iml) painted red, why?  
Posted by [mechatronic](#) on Fri, 03 Mar 2006 21:31:57 GMT  
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This is my code:

```
ic555.h
#ifndef _ic555_ic555_h
#define _ic555_ic555_h

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

#define LAYOUTFILE <ic555/ic555.lay>
#include <CtrlCore/lay.h>

class ic555 : public Withic555Layout<TopWindow> {
public:
    typedef ic555 CLASSNAME;
    ic555();
    double s_t1, s_t2, s_T, s_f;
    void Calc ();
    void Paint (Draw&);
private:
    double s_Ra, s_Rb, s_C;
};

#endif
```

```
main.cpp
#include "ic555.h"
```

```
#define IMAGEFILE <ic555/ic555.iml>
#include <Draw/iml.h>

ic555::ic555()
{
    Title("IC555").Icon(minhhoa()).MinimizeBox(1);
    BackPaint();
    CtrlLayout(*this);

    cmd_Calculate <<= THISBACK(Calc);
}
```

```
GUI_APP_MAIN
{
  ic555().Run();
}

void ic555::Paint(Draw& p)
{
  Rect w;
  w.left=305;
  w.top=30;
  Size isz = minhhoa().GetSize();
  w.SetSize(isz);
  // p.DrawRect(w,SWhite);
  p.DrawImage(w,minhhoa);
}
```

minhhoa is an image 193x155 pixel. When it ran, program window was filled with red. What's wrong in my code? Or anyone have other way to place an image into Layout.

[P.S. Topic title edited by fudadmin... Is it now what you meant? ]

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