
Subject: Re: multiple classes include-problem
Posted by [bytefield](#) on Tue, 26 Feb 2008 13:03:09 GMT
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I don't know if i do good but I was having problems with Images, so i simply use different classes for the same *.iml file(maybe it duplicate the images stored in executable, don't know). Here is an example (maybe bad one)

```
#ifndef _ImageEx_ImageEx_h
#define _ImageEx_ImageEx_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

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

class ImageEx : public WithImageExLayout<TopWindow> {
public:
    ImageEx();
};

class Second: public TopWindow
{
public:
    Second();
};
#endif

#include "ImageEx.h"

#define IMAGECLASS FirstImg
#define IMAGEFILE <ImageEx/ImageEx.iml>
#include <Draw/iml.h>

ImageEx::ImageEx()
{
    CtrlLayout(*this, "Window title");
    Icon(FirstImg::MyImage());
}

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

```
}
```

```
#include "ImageEx.h"
```

```
#define IMAGECLASS SecondImg
```

```
#define IMAGEFILE <ImageEx/ImageEx.iml>
```

```
#include <Draw/iml.h>
```

```
Second::Second()
```

```
{  
    Icon(SecondImg::MyImage());  
}
```