Subject: Re: Showing Images in a Child Frame
Posted by mrjt on Wed, 27 Aug 2008 11:23:13 GMT

Hi and welcome!

I'm afraid you haven't really given enough information for a definitive answer, and there are probably several ways of doing it depending on exactly how you want it to look.

Paint() is clipped to the client area of a ctrl. Frames are objects and responsible for drawing themselves. The simplest way :

```
// Member variable for the frame (change to Top/Left etc.)
FrameRight<ImageCtrl> imageframe;
...
// In constructor
Image img = AppImg::some_image();
imageframe.SetImage(img);
AddFrame(imageframe.Width(img.GetWidth()));
```

But if that's not what you're after, post some more info and we'll help you out.