Subject: Re: Showing bitmaps or Icons
Posted by mirek on Mon, 20 Mar 2006 08:12:38 GMT

View Forum Message <> Reply to Message

fudadmin wrote on Mon, 20 March 2006 01:45Why this doesn't work?

#include <CtrlLib/CtrlLib.h>

GUI_APP_MAIN
{   TopWindow w;
     Label l;
     Image img;

     w.Add(l);
 l.SetPos(l.PosLeft(0, 100), l.PosTop(0, 30));

 img = BmpEncoder::NewBmp()->LoadImage("testImg.bmp");
 //img.Exclamation();   //at least this should work?
 l.SetImage(img);

 w.Run();
}

And how to check if image was loaded?

Are you sure that path is correct? (Well, there is no path, so it likely is not).

If it was not loaded, result will be empty (e.g. GetSize() == Size(0, 0))

Mirek