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Subject: Re: Compile package with iml file problem!  
Posted by [Sender Ghost](#) on Tue, 23 Dec 2008 08:13:33 GMT  
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Hello, Ion.

You didn't include "Draw/iml\_source.h" header file in "UApplication\MainWorkSpace.cpp". Unified diff for fixed file below:

```
#include "MainWorkSpace.h"

//using namespace UPP;

namespace UA{

+#define IMAGECLASS UAImg
+#define IMAGEFILE <UApplication/UApplication.iml>
+#include <Draw/iml_source.h>
+
UApplication::UApplication() {
    Sizeable();
    Zoomable();
    CtrlLayout(*this);
    AddFrame(menu);
    Icon(UAImg::MainIcon());
}
```

As written in the GUI Tutorial:

Quote:

Note: #include <Draw/iml.h> works only when images are to be used in single .cpp file, otherwise you must put "obsuscated" sequence with #include <Draw/iml\_header.h> to you header and #include <Draw/iml\_source.h> to any .cpp file.