
Subject: Re: OptionImage ctrl: how to make it better...
Posted by [forlano](#) on Thu, 13 Apr 2006 15:43:52 GMT
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fudadmin wrote on Thu, 13 April 2006 16:47

```
void Avail3(One<Ctrl>& ctrl)
{
// ctrl.Create<Option>().ThreeState();
ctrl.Create<OptionImage>().ThreeState().SetImage(imgYes(), imgNo(), imgMaybe());

}
```

I remind to have tried even this combination but without success . Perhaps there were a mistake in some other place.

Even `arr.SetLineCy(imgYes().GetSize().cy+1);` is very useful... I was looking for something like it!

How can I know when to use the '.' and connect more methods? So far I'm using the code but without to really understand the syntax. Anyway it works and the understanding can wait. Maybe if I understand the things start to go wrong.

Now I want to realize a small tutorial useful for dinosaur as me to fix what I have learned so far.
Luigi
