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Subject: Re: OptionImage ctrl: how to make it better...  
Posted by [fudadmin](#) on Thu, 13 Apr 2006 17:32:54 GMT  
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forlano wrote on Thu, 13 April 2006 16:43fudadmin 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.

Luigi

1. Perhaps you should try exactly what is here? (it's not in your code...)
2. I'm surprised how from such simple U++ application you were able to make a "spaghetti code"... . First of all, it doesn't run out of the box because I don't use C: and I don't have MyApps...  
- Why do you use absolute references in \*.upp file?  
And you don't need a hundred of #include in each file with U++...

[http://en.wikipedia.org/wiki/Spaghetti\\_code](http://en.wikipedia.org/wiki/Spaghetti_code)

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