Hi !

To open the form designer: add a xxx.lay   layout file in the project.
Select the added file ==> the form designer (==layout editor) opens.

The Layout editor only allows to set the layout of widgets and set (some) properties.
All the rest has to coded but is quite easy though.

To add an image to a button:
myButtonInstance.SetImage(image);

where 'myButtonInstance' comes from the layout designer when you use something like:
class MyClass : public WithMyLayout<TopWindow>

The image can be retreived from internal images by using :
MyImgIml::CLUB()

where 'MyImgIml' is the name of the class associated to an '.iml' file included in the project. But
you need to have the associated declarations in you're code

//in a header file
#define IMAGECLASS MyImgIml
#define IMAGEFILE <MyProject/MyImlFile.iml>
#include <Draw/iml_header.h>

// in one source file
#define IMAGECLASS MyImgIml
#define IMAGEFILE <MyProject/MyImlFile.iml>
#include <Draw/iml_source.h>