Subject: Re: Showing bitmaps or Icons
Posted by gprentice on Sat, 15 Apr 2006 11:20:06 GMT
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Is the code below valid - it seems to work?
gp1 is the name of a bitmap in an .iml file, just like Smiley() in the reference/iml example. What
does img1 = gp1() do - does img1 store a copy of the bitmap?

```
GUI_APP_MAIN
{
 App w;
 Label l1;
 Image img1;

 w.Add(l1);
 l1.SetPos(l1.PosLeft(10, 100), l1.PosTop(10, 30));
 img1= gp1();
 l1.SetImage(img1);
 w.Run();
}
```

In the iml example there is
w.DrawImage((sz.cx - isz.cx) / 2, (sz.cy - isz.cy) / 2, Smiley());

What does "Smiley()" do here - does it get the "address" of the Smiley bitmap that has been
embedded in the app due to the iml file being part of the project?

Graeme

BTW - in the reference/events example, the Log("Paint") in the Paint function causes continuous
events ... I can't remember if this was originally a commented line and I uncommented it myself or
not.