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Subject: Re: Toolbar images vanishing  
Posted by [mdelfede](#) on Thu, 18 Mar 2010 15:51:08 GMT  
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Even simpler testcase (same image file as above...) :

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define IMAGECLASS BiglconsImg
#define IMAGEFILE <Biglcons/Biglcons.iml>
#include <Draw/iml.h>

INITBLOCK
{
    Image img = BiglconsImg::Flag();
};

class Biglcons : public TopWindow
{
public:
    typedef Biglcons CLASSNAME;
    ToolBar toolBar;
    void nullFunc(void) {}
    Biglcons()
    {
        toolBar.Add("one", BiglconsImg::Flag(), THISBACK(nullFunc));
        AddFrame(toolBar);
    }
};

GUI_APP_MAIN
{
    Biglcons().Run();
}
```

It seems that accessing Iml from inside INITBLOCK can bring troubles....

Max

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