
Subject: Re: Toolbar images vanishing

Posted by [mirek](#) on Fri, 26 Mar 2010 16:25:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Thu, 18 March 2010 11:51 Even simpler testcase (same image file as above...)

:

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

using namespace Upp;

#define IMAGECLASS BigIconsImg
#define IMAGEFILE <BigIcons/BigIcons.iml>
#include <Draw/iml.h>

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

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

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

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

Max

Definitely!

There is basic rule: No graphics in INITBLOCKs. Only Core stuff.

Mirek
