
Subject: Re: Toolbar images vanishing

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

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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 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

Definitely!

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

Mirek
