
Subject: Re: How to use callbacks with "embedded" controls...

Posted by [forlano](#) on Wed, 19 Apr 2006 22:46:27 GMT

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forlano wrote on Wed, 19 April 2006 21:36

What do you think? I'll move the optionimage button or we give it the last possibility?

This night I wanted to see how looks the application without the embedded ctrl in the array. It is attached. Now in this version everything works very nice and the label info is updated regularly just with the previous code.

Only one annoying problem: my bitmap are 19x19 pixel and are not painted in good manner.

... and a little problem: from the array now is not well visible the status of each player. So I think to write in red (imgNo), blank(imgYes) and blue (imgMaybe) the symbol status of each player.

Any comments?

Luigi

File Attachments

1) [Vega2.rar](#), downloaded 1857 times
