
Subject: How to create and add several icons to an application

Posted by [281264](#) on Tue, 22 Jun 2010 18:35:31 GMT

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Hi,

I am finding some difficulties when working with the image designer and when adding icons to an application.

For instance, after creating (from scratch) a new GUI application with images a new iml file is added to my application. Well, so far so good. But when a double click on it and the image designer opens I can not create anything (it is a pity for the tool looks good).

So,

1.- How can I add several icons to an application?

2,. How can I create an icon?

3.- The example in the tutorial (attached herewith) is so telegraphic that it is hard to understand how this feature works. For example:

3.1.- the code `#define IMAGECLASS TutorialImg`, What is it doing?

3.2.- I reckon that ALL the images I intend to use in an application can be stored in a single file .iml???

I would appreciate if someone can shed light on this topic. Many thanks.

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

```
using namespace Upp;
```

```
#define IMAGECLASS TutorialImg
```

```
#define IMAGEFILE <Tutorial/images.iml>
```

```
#include <Draw/iml.h>
```

```
struct MyAppWindow : TopWindow {
```

```
    MenuBar menu;
```

```
    void Exit() {
```

```
        if(PromptOKCancel("Exit MyApp?"))
```

```
            Break();
```

```
    }
```

```
    void SubMenu(Bar& bar) {
```

```
        bar.Add("Exit", TutorialImg::Exit(), THISBACK(Exit));
```

```
    }
```

```
    void MainMenu(Bar& bar) {
```

```
        bar.Add("Menu", THISBACK(SubMenu));
```

```
}
typedef MyAppWindow CLASSNAME;
MyAppWindow() {
    Title("My application with menu and images").Sizeable();
    AddFrame(menu);
    menu.Set(THISBACK(MainMenu));
}
};
GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}
```
