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

Posted by [281264](#) on Tue, 22 Jun 2010 21:55:33 GMT

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Thanks but I already added an .iml file so the point is not related with having the image designer running but how to work with it.

When I have it opened I do not know how to start designing an image. Even if I select to paint a rectangle nothing happens.

So, how to start painting things once you have the image designer already opened?.

I have added some already existing .iml files to my application (those contained with U++) and found that many icons are associated with each .iml file. So, can a single .iml file contain several images?

Thanks.

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