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Subject: Re: Usage of images in different .h and .cpp files

Posted by [281264](#) on Sun, 25 Jul 2010 15:42:15 GMT

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It does not work.

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_header.h>
```

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_source.h>
```

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_header.h>
```

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_source.h>
```

To mention: there is an OpenGLExample object defined in the Prueba\_OpenGL3.h file. Hence, I have included:

```
#include "OpenglExample.h"
```

There is one images.iml file, in which I would like to store all the images.

But this arrangement does not work.

Why?

Cheers,

Javier

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