
Subject: Re: Static Ctrl Picture and .iml
Posted by [koldo](#) on Thu, 11 Nov 2010 12:11:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Daniel

I think it should work. I enclose you a sample package.

And this is the .cpp file:

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

using namespace Upp;

#define IMAGEFILE <iml/image.iml>
#define IMAGECLASS MyImg
#include <Draw/iml.h>

#define LAYOUTFILE <iml/img.lay>
#include <CtrlCore/lay.h>

struct App : WithMyLayout <TopWindow> {
    typedef App CLASSNAME;
    void OnLed() {
        static bool on;
        if (on) {
            on = false;
            led.SetImage(MyImg::Grey());
        } else {
            on = true;
            led.SetImage(MyImg::Red());
        }
    }
    App() {
        CtrlLayout(*this);
        but.WhenAction = THISBACK(OnLed);
        led.SetImage(MyImg::Red());
    }
};

GUI_APP_MAIN
{
    App().Run();
}
```

File Attachments

1) [iml.7z](#), downloaded 309 times
