
Subject: Re: how to #define/#include correctly the .iml file

Posted by [forlano](#) on Thu, 25 May 2006 17:03:23 GMT

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luzr wrote on Wed, 24 May 2006 22:39Wrong.

"iml.h" is just combination of "iml_header.h" and "iml_source.h" - means it causes troubles if you have any of them (duplicite symbols).

Also, repeat CLASSNAME define for any include.

Mirek

Thank you. After many tests I've resolved the problem and now even the linux version works . Perhaps maybe useful to let know how I've distributed the define and include:

vegamain.h (stay everywhere in each cpp file)

```
...
#define IMAGECLASS   Vega3Img
#define IMAGEFILE    <Vega3/Vega.iml>
#include <Draw/iml_header.h>
...
```

vegamenu.cpp (uses some images in Vega.iml)

```
...
#define IMAGECLASS   Vega3Img
#define IMAGEFILE    <Vega3/Vega.iml>
#include <Draw/iml_source.h>
```

vegatab1.cpp (uses some images in Vega.iml)

```
...
//#define IMAGECLASS   Vega3Img // with it I got error
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_source.h>
...
```

in the previous file if I use "#define IMAGECLASS" the compiler complains

C:\Vega\Vega3\VegaTab1.cpp: In function `void Avail3(One<Ctrl>&):

C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgYes' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp:49: error: (Each undeclared identifier is reported only once for each function it appears

in.)

C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgNo' undeclared (first use this function)

C:\Vega\Vega3\VegaTab1.cpp:49: error: `imgMaybe' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp: In constructor `VegaTab1::VegaTab1()':
C:\Vega\Vega3\VegaTab1.cpp:89: error: `imgYes' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `female' undeclared (first use this function)
C:\Vega\Vega3\VegaTab1.cpp:128: error: `male' undeclared (first use this function)
Vega3: 1 file(s) built in (0:08.07), 8078 msec / file, duration = 8094 msec

vegatab4.cpp (uses some images in Vega.iml)

```
...  
#define IMAGEFILE <Vega3/Vega.iml>  
#include <Draw/iml_source.h>  
...
```

But this last one works even if I set

```
...  
//#define IMAGEFILE <Vega3/Vega.iml>  
//#include <Draw/iml_source.h>  
...
```

Luigi
