
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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Iuzr 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 (duplicate 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 msecs / file, duration = 8094 msecs
```

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
