
Subject: Re: 606-dev3 compile error with iml
Posted by [forlano](#) on Fri, 23 Jun 2006 11:36:56 GMT
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luzr wrote on Fri, 23 June 2006 10:29
Paranthesis!!!

But they were required before too here...

Mirek

Opsss... but it worked with the previous release so I was not aware of it. Here is the code of the package "iml" in the reference example coming with the distro. Now it works (Added define IMAGECLASS and iml:: everywhere.

Thanks,
Luigi

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

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

```
struct App : TopWindow {  
    void Paint(Draw& w)  
    {  
        Size sz = GetSize();  
        w.DrawRect(sz, SGray);  
        Size isz = iml::Smiley().GetSize();  
        w.DrawImage((sz.cx - isz.cx) / 2, (sz.cy - isz.cy) / 2, iml::Smiley());  
    }  
}
```

```
App()  
{  
    Sizeable();  
    BackPaint();  
}  
};
```

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