Subject: Re: 606-dev3 compile error with iml
Posted by forlano on Fri, 23 Jun 2006 11:36:56 GMT

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();
}
```