

Hi Koldo,

USC language may not be able to open images by they're file name but it can open images from iml files (which I think is sufficient)

The only problem is the code generated in the '.lay' file ==> it doesn't compile

I think converting it to a character string would be enough (this type of processing is already done for Text and Label) so no big deal probably.

The main difficulty is how to select the iml image using this character string ???

Here is the modified StaticImage Usc:

```
ctrl ModifiedStaticImage {  
  group "TEST";  
  
  GetMinSize() { return Size(0, 0); }  
  GetStdSize() { return Size(64, 24); }  
  
  Frame      SetFrame @1;  
  ImageFit   SetFit;  
  ImageAngle SetAngle;  
  Color      SetBackground;  
  bool       UseAsBackground = false;  
  Image      SetImage;          // ----- NEW PROPERTY the type is completely arbitrary -----  
  
  Paint(w) {  
    r = GetRect();  
  
    DrawCtrlFrame(w, r, .SetFrame);  
  
    sz = Size(r.right - r.left, r.bottom - r.top);  
  
    DeflateRect(r);  
    sz = Size(r.right - r.left, r.bottom - r.top);  
    w.DrawRect(r.left, r.top, sz.cx, sz.cy, .SetBackground);  
  
    img = .SetImage; ----- the iml pathName is retrieved from the property -----  
  
    if (.SetFit == "0") {  
      imagesize = GetImageSize(img);  
      rectaspect = sz.cx/sz.cy;  
      imageaspect = imagesize.cx/imagesize.cy;  
      if (rectaspect > imageaspect)
```

```

w.DrawImage(r.left+(sz.cx-imageaspect*sz.cy)/2, r.top, imageaspect*sz.cy, sz.cy, img);
else
w.DrawImage(r.left, r.top+(sz.cy-sz.cx/imageaspect)/2, sz.cx, sz.cx/imageaspect, img);
} else if (.SetFit == "1")
w.DrawImage(r.left, r.top, sz.cx, sz.cy, img);
else if (.SetFit == "2")
w.DrawImage(r.left, r.top, img);
else if (.SetFit == "3") {
imagesize = GetImageSize(img);
top = r.top;
for (left = r.left; left < r.right; left += imagesize.cx)
for (top = r.top; top < r.bottom; top += imagesize.cy)
w.DrawImage(left, top, img);
}
if (.UseAsBackground) {
PaintCenterText(w, (r.right+r.left)/2, (r.top+r.bottom)/2, "Background", Arial(11), :SBlack);
PaintCenterText(w, 1+(r.right+r.left)/2, 1+(r.top+r.bottom)/2, "Background", Arial(11), :SWhite);
}
}
}
}

```

BUTthis gives the following layout file

```
LAYOUT(SplashScreenLayout, 240, 320)
```

```
ITEM(ModifiedStaticImage, splashImg,
```

```
SetImage(Controls4U:Controls4U.iml:ImageSample).HSizePosZ(0, 0).VSizePosZ(0, 0))
```

```
END_LAYOUT
```

This of coarse cannot compile

But this will

```
LAYOUT(SplashScreenLayout, 240, 320)
```

```
ITEM(ModifiedStaticImage, splashImg,
```

```
SetImage("Controls4U:Controls4U.iml:ImageSample").HSizePosZ(0, 0).VSizePosZ(0, 0))
```

```
END_LAYOUT
```
