
Subject: ArrayCtrl & pictures

Posted by [daenerys](#) on Fri, 30 May 2014 11:02:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Greetings

I've a problem with the following

```
#include "arr.h"
```

```
struct MyDisplay : public Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& q,  
        Color ink, Color paper, dword style) const {  
  
        w.DrawRect(r, paper);  
        w.DrawImage(5,5,32,32,StreamRaster::LoadFileAny(GetExeDirFile(q.ToString())));  
    }  
};
```

```
arr::arr()  
{  
    CtrlLayout(*this, "Window title");  
    msg.AddColumn ( "text" );  
        msg.AddColumn ( "icon" ).SetDisplay(Single<MyDisplay>());  
    msg.AddColumn ( "more" );  
    msg.Add("", "dwarf.bmp", "");  
}
```

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

Problem:

if the icon column is placed first works fine, but if I place it on the second it does not.

What's wrong ?

Thanks
