
Subject: Re: StaticImage cannot show BMP file
Posted by [jerson](#) on Fri, 12 Sep 2014 08:36:11 GMT
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Hi Koldo

I undertook re-building the IDE package. After fixing the errors encountered I got it to build successfully

in void TextCompareCtrl::Paint(Draw& draw)

WString ln = (WString)l.text; had to be done in Textctrl.cpp to overcome WString expected error.

Result with Controls4u_Demo:

The newly built IDE now does not open BMP files now. Is it something to do with the MinGW 4.8.1 compiler I use?

PNG, JPG works. TIF does not list/shows blank when loaded. The new build of IDE says "New Bitmap Image.bmp not an image" for BMP files. The pre-compiled binary of IDE works correctly. Can someone hazard a guess as to what I am doing wrong?

Another issue which might be related to this problem is that I am unable to debug programs using gdb internal. The program seemingly executes till the breakpoint and the screen won't refresh. Asking it to single step into or step over a code line shows the status Running.... and then it stops again. Asking the debugger to run makes the code perform as normal. However, when the debugger stops at a breakpoint, there is no screen refresh. I am out of ideas as to where to look for answers; so, I never asked this question. GDB_MI2 mode at least works this far, Legacy mode crashes the IDE.

Regards
Jerson

PS: Interchanged versions of MinGW. Problem still remains. JPG, PNG, TIF works ok, only BMP has a problem.
