
Subject: Usage of Iml image data leads to linker error
Posted by [SevenOfNine](#) on Sat, 14 Nov 2015 13:30:54 GMT
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I assume it is a simple error on my side but ok.
If I draw an image with the image designer and
want to access the image e.g. to draw it on the application window
the compiler compiles it but the linker reported, that he does not find the reference:
"Nicht definierter Verweis auf 'SmallIconImg::Get(int)'"
means "Not defined reference on 'SmallIconImg::Get(int)'"

The main stuff of the programm is:

```
#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_header.h>
```

```
and
void DrawApp::Paint(Draw& w)
{
    w.DrawRect(GetSize(), SColorFace());
    w.DrawImage(50, 50, SmallIconImg::Point());
}
```

I use the example from ...[www.ultimatepp.org/srcdoc\\$Draw\\$ImlTutorial\\$en-us....](http://www.ultimatepp.org/srcdoc$Draw$ImlTutorial$en-us....)
as template.

80

I do not know, what I forgot to add.

Has anybody an idea about my mistake?

Can you help me?

Seven
