
Subject: is it possible to attach a Ctrl to a freshly drawn item?

Posted by [germax](#) on Wed, 05 Apr 2017 02:27:49 GMT

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Salam my firends..

another likely basic question I cannot find the Answer to with std searchtools

Okay here it goes.. I'm playing around with upp and am currently trying to "emulate" an explorer window...

Obviously I haven't bothered caring about textclipping or keeping aspect ratios in images. And frankly I'm not even sure my imagecaching method is up for the task at hand in the end, but for the few files I load whilst testing it's okay (blazing fast tbh with just a simple thumbnail vector and ommitting all "out of sight" content)

Aaaanyways...

My question is this.. I need a click-ctrl on those information-icons (which atm is just a placeholder); can it be added with a fresh drawn image (as you can see it is atm)

-and if so... how?--

or do I need to prepare a ctrl first load the icon to that and pin it to it's distinct size and location afterwards?

--and if so, what would you suggest for doing so?--

Thank you

Alex

File Attachments

1) [Icon_quest.jpg](#), downloaded 569 times

GUI MINGW Debug

imagestest.h main.cpp imagestest.mpl

Symbol/lineno (Ctrl+G) 86
All 87 `for (int i = 0; i < rowcnt ; i++) // rows`

Image Stacking Test

12992518...jpg

BME9reu+sM...jpg

00E9szN(WC-BR7Fw!HMgg~60_MGJ...jpg

Ready!

```

134 // icon
135 w.DrawImage(il, it, 32, 32, CtrlImg::information());
136 }
137 }
138 }
139 iTest::iTest()
140 {

```

tended_imagestest/imagestest.h (40)
extended_imagestest/main.cpp (52)