
Subject: Re: Image Ctrl How To Add It???
Posted by [koldo](#) on Mon, 08 Jul 2019 06:58:44 GMT
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Hi Lestroso

Here I enclose you a folder with the "Hello World" application changed to load an user selected image. All necessary files are included. The image can be loaded from a file, or embedded inside the executable. Please tell me if you need the last case.

This is the .cpp file:

```
#include <CtrlLib/CtrlLib.h>
#include <Controls4U/Controls4U.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <HelloWorldImage/hello.lay>
#include <CtrlCore/lay.h>
```

```
class HelloWorld : public WithMainHello<TopWindow> {
```

```
    MenuBar menu;
```

```
    StatusBar status;
```

```
    void FileMenu(Bar& bar);
```

```
    void MainMenu(Bar& bar);
```

```
public:
```

```
    typedef HelloWorld CLASSNAME;
```

```
    HelloWorld();
```

```
};
```

```
void HelloWorld::FileMenu(Bar& bar) {
```

```
    bar.Add("Open image", [&] {
```

```
        FileSel fs;
```

```
        String file = SelectFileOpen("Image files\nt*.bmp *.png *.jpg *.gif\nAll files\nt*.*");
```

```
        if (!file.IsEmpty())
```

```
            image.Set(file);
```

```
    });
```

```
    bar.Add("About..", [&] {
```

```
        PromptOK("{1@5 [@9= This is the]:@2 [A5@0 Ultimate`++ Hello world sample]}");
```

```
    });
```

```
    bar.Separator();
```

```
    bar.Add("Exit", THISBACK(Close));
```

```
}
```

```
void HelloWorld::MainMenu(Bar& bar) {
```

```
menu.Add("File", THISBACK(FileMenu));  
}
```

```
HelloWorld::HelloWorld() {  
    CtrlLayout(*this, "Hello World");  
    Sizeable().Zoomable();  
  
    AddFrame(menu);  
    AddFrame(status);  
    menu.Set(THISBACK(MainMenu));  
    status = "Welcome to Hello World !";  
}
```

```
GUI_APP_MAIN {  
    SetLanguage(LNG_ENGLISH);  
    HelloWorld().Run();  
}
```

File Attachments

1) [HelloWorldImage.7z](#), downloaded 242 times
