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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\t*.bmp *.png *.jpg *.gif\nAll files\t*.");  
        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 281 times

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