
Subject: Re: Clickable SetImage in Button
Posted by [koldo](#) on Tue, 02 Aug 2022 07:54:19 GMT
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Hello Mesimo

Your demo runs well. I have created a little .jpg file, with the red and black arrow, and it loads it in the button:

```
img_chad = StreamRaster::LoadFileAny("c:\\tmp\\3.jpg");  
if (IsNull(img_chad))  
    Exclamation("Image 3.jpg not found");
```

And in the Paint(), I have included the Klugier advice. For this kind of images, it is better including them in .iml files. I have put one from CtrlLib/Ctrl.iml:

```
w.DrawImage(220, 350, 180, 180, CtrlImg::O1()/*img_chad*/);
```

File Attachments

1) [Sin título.png](#) , downloaded 652 times
