Subject: Re: Clickable SetImage in Button
Posted by koldo on Tue, 02 Aug 2022 07:54:19 GMT

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, CtrlsImg::O1()/*img_chad*/);

File Attachments
1) Sin título.png , downloaded 677 times