Subject: Drawing Backgroud
Posted by AngelPortal on Thu, 21 Dec 2006 15:24:06 GMT
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1)I have coded I GUI that uses a tree Ctrl as a menu of my program.

2)Than, I paintd the GUI as White.

3)But now I want to insert an image as a Background of the
GUI that is already displaing the tree menu.

4)Thats is possible.

5) Why the stand code to Display an image do not show any image.

6) If I take the lines that insert the Tree in the GUI the image
appears.

Any Sugestion?

Check the Code

```
------------------------------
xadrez::xadrez()
{
 Progress pi;

 CtrlLayout(*this, "Xadrez Postal 1.0");
 estadoxadrezpostal = "Bem vindo ao Xadrez Postal !";
 AddFrame(menu);
 menu.Add("Ajuda", THISBACK(ajuda));
 menu.Add("Sobre Xadrez Postal", THISBACK(sobre));
 menu.Add("Sair",THISBACK(sair));
    AddFrame(estadoxadrezpostal);
 horizontal.Add(arvoredeescolha);
 Add(horizontal.Horz().SizePos());
 arvoredeescolha.MultiSelect();
    arvoredeescolha.WhenOpen = THISBACK(OpenDir);
    arvoredeescolha.WhenClose = THISBACK(CloseDir);
    arvoredeescolha.WhenCursor = THISBACK(ShowPath);
    arvoredeescolha.WhenLeftDouble = THISBACK(TratarOpcoesDeArvore);
    arvoredeescolha.SetRoot(CtrlImg::Dir(), "Entrada");
    pi.AlignText(ALIGN_LEFT);
    LoadTree(0, "Entrada", pi);
    BackPaint();
}
And
void Paint(Draw& w)
{
```

```
  Size sz = GetSize();
  w.DrawRect(sz, SWhite);
  Size isz = vacat().GetSize();
  w.DrawImage((sz.cx - isz.cx) / 2, (sz.cy - isz.cy) / 2, vacat());
}
```

Best Regards