

---

Subject: Drawing Backgroud

Posted by [AngelPortal](#) on Thu, 21 Dec 2006 15:24:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

- 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

---