
Subject: Re: PNG to IML?

Posted by [mirek](#) on Fri, 27 Apr 2007 07:16:38 GMT

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

As I see this problem troubles you:

IconDes/List.cpp

```
FileSel& IconDes::ImgFile()
{
    static FileSel sel;
    ONCELOCK {
        sel.Type("Image files", "*.png *.bmp *.jpg *.jpeg *.gif");
        sel.AllFileType();
    }
    return sel;
}

void IconDes::InsertFile()
{
    if(!ImgFile().ExecuteOpen()) return;
    Image m = StreamRaster::LoadFileAny(~ImgFile());
    if(IsNull(m)) {
        Exclamation("Not an image.");
        return;
    }
    ImageInsert("", m);
    EditImage();
}

void IconDes::ListMenu(Bar& bar)
{
    bar.Add("Insert image..", IconDesImg::Insert(), THISBACK(InsertImage))
        .Key(K_INSERT);
    bar.Add(IsCurrent(), "Image..", IconDesImg::Edit(), THISBACK(EditImage));
    bar.Add(IsCurrent(), "Remove image", IconDesImg::Remove(), THISBACK(RemoveImage));
    bar.Add(IsCurrent(), "Duplicate", IconDesImg::Duplicate(), THISBACK(Duplicate))
        .Key(K_CTRL_D);
    bar.Add("Insert from clipboard", IconDesImg::InsertPaste(), THISBACK(InsertPaste))
        .Key(K_ALT_V);
    bar.Add("Insert from file", IconDesImg::InsertFile(), THISBACK(InsertFile))
        .Key(K_ALT_O);
    bar.Separator();
    bar.Add(IsCurrent() && list.GetCursor() > 0, "Move up", IconDesImg::MoveUp(),
        THISBACK1(MoveSlot, -1))
        .Key(K_ALT|K_CTRL_UP);
    bar.Add(IsCurrent() && list.GetCursor() < slot.GetCount() - 1, "Move down",
```

```
IconDesImg::MoveDown(),
    THISBACK1(MoveSlot, 1))
    .Key(K_ALT|K_CTRL_DOWN);
if(removed.GetCount()) {
    bar.Separator();
    for(int i = removed.GetCount() - 1; i >= 0; i--) {
        Slot& r = removed[i];
        bar.Add("Insert " + sFormatImageName(r.name, r.image, r.exp), r.base_image,
            THISBACK1(InsertRemoved, i));
    }
}
}
```

(Add ImgFile and InsertFile declarations to class too...)

Mirek
