Subject: Image Ctrl How To Add It???
Posted by fasasoftware on Sun, 07 Jul 2019 09:08:05 GMT
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Dear Friends,

I have problems using Image Ctrl....In other words I can't find it in the layer design...After i have added to my project the Controls4U and i have found the StaticImage control...but in the panel layer, i don't know where i should include the image file to display in my form...

Can Sombody Help Me Please?? I'm Newbie...sorry....Best Regards, Lestroso.

Subject: Re: Image Ctrl How To Add It???
Posted by koldo on Sun, 07 Jul 2019 14:48:27 GMT
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Hi Lestroso

With StaticImage, you can use function Set(), in two versions:
- bool StaticImage::Set(String fileName): // You open a bitmap filename
- bool StaticImage::Set(Image image);   // You open an Image

You have to do that in the code, for example, in a callback function after pushing a button.

Subject: Re: Image Ctrl How To Add It???
Posted by fasasoftware on Sun, 07 Jul 2019 16:04:26 GMT
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Dear Koldo,

in other words.... I can't put an image with the layer editor??? i can only place the area of image...

Could you please give me a simple example to replicate it??

I think i'm starting loving this ide!!! It's very Powerful!! I'm using Mac os x 10.13.6 High sierra.....

I thank you a lot in advance....Best regards, Lestroso

Subject: Re: Image Ctrl How To Add It???
Posted by koldo on Mon, 08 Jul 2019 06:58:44 GMT
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Hi Lestroso

Here I enclose you a folder with the "Hello World" application changed to load an user selected image. All necessary files are included. The image can be loaded from a file, or embedded inside the executable. Please tell me if you need the last case.
This is the .cpp file:

```
#include <CtrlLib/CtrlLib.h>
#include <Controls4U/Controls4U.h>

using namespace Upp;

#define LAYOUTFILE <HelloWorldImage/hello.lay>
#include <CtrlCore/lay.h>

class HelloWorld : public WithMainHello<TopWindow> {
 MenuBar menu;
 StatusBar status;

 void FileMenu(Bar& bar);
 void MainMenu(Bar& bar);

public:
 typedef HelloWorld CLASSNAME;

 HelloWorld();
};

void HelloWorld::FileMenu(Bar& bar) {
 bar.Add("Open image", [&] {
  FileSel fs;

  String file = SelectFileOpen("Image files\t*.bmp *.png *.jpg *.gif\nAll files\t*.*");
  if (!file.IsEmpty())
   image.Set(file);
 });
 bar.Add("About..", [&] {
  PromptOK("{{1@5 [@9= This is the]::@2 [A5@0 Ultimate`+`+ Hello world sample}}");
 });

 bar.Separator();
 bar.Add("Exit", THISBACK(Close));
}

void HelloWorld::MainMenu(Bar& bar) {
 menu.Add("File", THISBACK(FileMenu));
}

HelloWorld::HelloWorld() {
```

```
 CtrlLayout(*this, "Hello World");
 Sizeable().Zoomable();

 AddFrame(menu);
 AddFrame(status);
 menu.Set(THISBACK(MainMenu));
 status = "Welcome to Hello World !";
}

GUI_APP_MAIN {
 SetLanguage(LNG_ENGLISH);
 HelloWorld().Run();
}
```

File Attachments

1) HelloWorldImage.7z, downloaded 374 times

Subject: Re: Image Ctrl How To Add It???
Posted by fasasoftware on Mon, 08 Jul 2019 13:48:48 GMT
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Dear Koldo!!! THANK you SO MUCH!!! THOUSAND THANKS!! You are a friend!...I'll try to understand from your code!! Best regards,lestroso

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Subject: Re: Image Ctrl How To Add It???
Posted by fasasoftware on Mon, 08 Jul 2019 17:03:10 GMT
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DEAR KOLDO,

I have had success with your code...thanks a lot...but could you please if you can....show me how i can insert in my program an image of mine fixed?and include it in the exe??why i can't with layer gui??(in my case in a app??)...

Ultimate++ is very good!! It's True Crossplatform.....i have tried crossing from apple and windows and that's ok!!...In truth i saw ultimate++ many years ago...but it was only for windows...but now there is also for mac....Best Regards,

Lestroso

Subject: Re: Image Ctrl How To Add It???
Posted by koldo on Tue, 09 Jul 2019 06:23:06 GMT

Hi Lestroso

In Reference/Iml there is a simple example of IMAGEFILE to handle images embedded inside the .exe.
In addition, the Image Tutorial explains a bit about the image designer included in TheIDE. You can edit images or include your own.

After that, you can include this at the beginning:

```
#define IMAGECLASS MyImages
#define IMAGEFILE  <HelloWorldImage/ImageFile.iml> // ImageFile is the name of your .iml file filled with images
#include <Draw/iml.h>
```

You can handle the embedded images as any Image type.

Please try this demo, read the help, and try to include this in HelloWorldImage.
If it does not work, I will include it for you, but please try it first on your own.