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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. :blush:

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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.

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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 :blush:

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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 181 times

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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 :lol:

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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 :d

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Subject: Re: Image Ctrl How To Add It???

Posted by [koldo](#) on Tue, 09 Jul 2019 06:23:06 GMT

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Hi Lestroso

In Reference/ImI 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.

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