Subject: PNG to IML?
Posted by adkiller on Thu, 26 Apr 2007 00:03:57 GMT
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Hi,

How do I import a PNG file into IML? I have an existing PNG file that I would like to use as IML resource. I tried copying and pasting but the alpha data is always lost. IML Designer supports alpha image editing but doesn't seem to support pasting such data from an image editing program.

Any way I can convert PNG files into *.iml?
I am using U++ 2007.1

Thanks,
-Ad

Subject: Re: PNG to IML?
Posted by mirek on Thu, 26 Apr 2007 03:24:52 GMT
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Hm, right you are, this is a problem. Will add "Insert from file.." ASAP.

Mirek

Subject: Re: PNG to IML?
Posted by adkiller on Thu, 26 Apr 2007 03:39:17 GMT
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Could you please back port it into U++ 2007.1?

Let me know when you do.Thanks very much.

-Ad

Subject: Re: PNG to IML?
Posted by mirek on Thu, 26 Apr 2007 11:35:39 GMT
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adkiller wrote on Wed, 25 April 2007 23:39Could you please back port it into U++ 2007.1?

Let me know when you do.Thanks very much.

-Ad

No. I will not backport things like this.

Anyway, next "dev" release should be stable enough.

Mirek

Subject: Re: PNG to IML?
Posted by adkiller on Thu, 26 Apr 2007 18:25:18 GMT
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luzr wrote on Thu, 26 April 2007 19:35No. I will not backport things like this.

Anyway, next "dev" release should be stable enough.

Mirek

Cool! This is even better. Thanks!
-Ad

Subject: Re: PNG to IML?
Posted by mirek on Fri, 27 Apr 2007 07:16:38 GMT
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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.AllFilesType();
 }
 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