Subject: One way to share IML across obj files
Posted by alendar on Sat, 06 Feb 2010 20:58:26 GMT
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At the end of page it mentions the basics of how to use an IML file (a collection of images) in more than one cpp file. But no example.

So here's how I got it to work:

1) Create your iml file (I called it "project.iml").

2) Create a file (I called it "image_shared.h") with the following:

#define IMAGECLASS MyImages
#define IMAGEFILE "project.iml"

Do NOT source guard these with #ifdefs. the iml handler files #undefs your defs.

3) Make a project shared header file that's in all your cpps. (I called mine project_shared.h). Put this:

#include "image_shared.h"
#include <Draw/iml_header.h>

4) Make a project shared source file (i.e., project_shared.cpp) with this:

#include "project_shared.h"
#include "image_shared.h"
#include <Draw/iml_source.h>

You don't have to use any images in this file, but it has to be here or in another cpp. It must be in one and only one cpp.

5) In the other cpps that want to show images, put:

#include "project_shared.h"

Now your images will work anywhere:

playing = MyImages::play();

There's probably a better way to do it, but the key is to not source guard the defines and only have iml_source declared once in on cpp file.

Since it took my so long to figure it out (1000 monkeys writing Shakespeare technique), I thought it might help someone else.

Subject: Re: One way to share IML across obj files
Posted by koldo on Sat, 06 Feb 2010 21:56:26 GMT
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Thank you Alendar

I remember to do something like this some time ago and I also used the "1000 monkeys writing Shakespeare" technique ( ).

This is something interesting to be in docs.

Subject: Re: One way to share IML across obj files
Posted by mirek on Sun, 07 Feb 2010 09:19:09 GMT
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Well, the "standard" is to put iml_header into your package header and iml_source into any single source file, while repeating lines:

```
#define IMAGECLASS MyImages
#define IMAGEFILE "project.iml"
```

twice.

Note that TheIDE can generate these magic includes for you, righclick editor and choose Insert/Insert .iml.

Mirek

Subject: Re: One way to share IML across obj files
Posted by alendar on Tue, 09 Feb 2010 22:37:19 GMT
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Cool! I didn't see that.

Subject: Re: One way to share IML across obj files
Posted by koldo on Wed, 10 Feb 2010 07:17:35 GMT
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alendar wrote on Tue, 09 February 2010 23:37Cool! I didn't see that.
Yes it is!

I will click right button more frequently. You can find nice surprises