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Subject: Toolbar images vanishing [SOLVED]  
Posted by [mdelfede](#) on Thu, 18 Mar 2010 15:25:02 GMT  
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I found a strange bug, reproducible with following code, which appears just on windows platform :

BigIcons.iml:

```
PREMULTIPLIED  
IMAGE_ID(Flag)
```

```
IMAGE_BEGIN_DATA
```

```
IMAGE_DATA(120,156,109,209,77,75,27,65,28,128,241,185,7,106,64,47,122,209,139,94,20,68,  
65,5,61,108,15,201,33,8,70,216)  
IMAGE_DATA(136,9,141,72,91,176,224,37,208,82,131,205,161,135,82,74,143,253,26,66,75,165  
,90,73,107,171,33,210,24,33,159,32)  
IMAGE_DATA(44,33,132,80,74,41,37,251,146,205,251,211,217,93,27,10,221,129,231,54,191,24  
9,15,51,34,40,2,98,184,222,8,196)  
IMAGE_DATA(235,219,94,201,94,8,234,245,58,181,90,141,106,181,74,165,82,65,211,52,202,22  
9,50,150,16,24,178,134,236,183,236,151)  
IMAGE_DATA(76,188,20,100,110,50,110,135,215,135,164,11,105,6,131,1,253,190,83,159,94,17  
5,231,214,237,118,233,36,147,180,183,183)  
IMAGE_DATA(105,169,42,246,198,6,63,133,55,55,115,243,140,221,139,93,146,95,146,36,62,37  
,92,247,215,186,174,211,161,221,110,211)  
IMAGE_DATA(90,89,193,94,88,160,57,55,135,29,137,240,67,120,119,118,230,58,54,254,57,65,  
236,44,230,111,91,45,207,206,206,98)  
IMAGE_DATA(205,204,208,12,133,248,126,235,15,174,15,136,159,199,137,101,99,108,158,110  
,250,91,219,246,236,244,52,230,212,20,150,162)  
IMAGE_DATA(120,94,190,215,227,111,79,80,179,42,209,143,81,214,63,172,251,219,102,211,1  
79,147,147,24,19,19,152,107,107,212,29,255)  
IMAGE_DATA(92,144,186,74,17,61,139,18,57,137,16,126,31,246,183,150,229,217,241,113,244,  
177,49,204,229,101,106,142,207,8,246,243)  
IMAGE_DATA(251,158,61,14,115,247,173,226,111,77,115,104,245,96,16,99,113,145,138,227,2  
11,130,189,203,61,66,199,33,148,119,10,171)  
IMAGE_DATA(71,171,254,214,48,208,71,71,105,140,220,161,17,8,160,207,207,123,62,37,184,2  
55,245,1,59,231,59,196,179,242,13,79)  
IMAGE_DATA(183,134,254,191,51,150,150,208,229,92,199,234,242,15,53,199,63,149,61,146,6  
1,148,221,147,169,130,82,169,68,177,88,164)  
IMAGE_DATA(80,40,144,207,231,201,229,114,110,85,185,223,153,169,253,211,31,18,68,231,1  
74,0,0,0,0,0,0,0,0,0,0)  
IMAGE_END_DATA(448, 1)
```

main.cpp :

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

```
using namespace Upp;
```

```

#define IMAGECLASS BiglconsImg
#define IMAGEFILE <Biglcons/Biglcons.iml>
#include <Draw/iml.h>

Vector<Image> &v(void)
{
    static Vector<Image>vv;
    return vv;
}
INITBLOCK
{
    v().Add(BiglconsImg::Flag());
};

class Biglcons : public TopWindow
{
public:
    typedef Biglcons CLASSNAME;

    ToolBar toolBar;

    void nullFunc(void) {}

    Biglcons()
    {
        toolBar.Add("one", BiglconsImg::Flag(), THISBACK(nullFunc));
        AddFrame(toolBar);
    }
};

GUI_APP_MAIN
{
    Biglcons().Run();
}

```

Passing mouse cursor over toolbar makes icon vanish and not reappear anymore. On Linux is all ok.

Removing the INITBLOCK part, the correct behaviour is restored.

The testcase (on which obviously the INITBLOCK is useless...) is taken from an application that needs to register some icons at program startup.

Ciao

Max

Subject: Re: Toolbar images vanishing  
Posted by [mdelfede](#) on Thu, 18 Mar 2010 15:51:08 GMT  
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Even simpler testcase (same image file as above...) :

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

using namespace Upp;

#define IMAGECLASS BiglconsImg
#define IMAGEFILE <Biglcons/Biglcons.ipl>
#include <Draw/ipl.h>

INITBLOCK
{
    Image img = BiglconsImg::Flag();
};

class Biglcons : public TopWindow
{
public:
    typedef Biglcons CLASSNAME;
    Toolbar toolBar;
    void nullFunc(void) {}
    Biglcons()
    {
        toolBar.Add("one", BiglconsImg::Flag(), THISBACK(nullFunc));
        AddFrame(toolBar);
    }
};

GUI_APP_MAIN
{
    Biglcons().Run();
}
```

It seems that accessing Ipl from inside INITBLOCK can bring troubles....

Max

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Subject: Re: Toolbar images vanishing  
Posted by [mirek](#) on Fri, 26 Mar 2010 16:25:02 GMT  
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mdelfede wrote on Thu, 18 March 2010 11:51 Even simpler testcase (same image file as above...)

:

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

using namespace Upp;

#define IMAGECLASS BiglconsImg
#define IMAGEFILE <Biglcons/Biglcons.img>
#include <Draw/img.h>

INITBLOCK
{
  Image img = BiglconsImg::Flag();
};

class Biglcons : public TopWindow
{
public:
  typedef Biglcons CLASSNAME;
  ToolBar toolBar;
  void nullFunc(void) {}
  Biglcons()
  {
    toolBar.Add("one", BiglconsImg::Flag(), THISBACK(nullFunc));
    AddFrame(toolBar);
  }
};

GUI_APP_MAIN
{
  Biglcons().Run();
}
```

It seems that accessing img from inside INITBLOCK can bring troubles....

Max

Definitely!

There is basic rule: No graphics in INITBLOCKs. Only Core stuff.

Mirek

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Subject: Re: Toolbar images vanishing  
Posted by [mdelfede](#) on Fri, 26 Mar 2010 22:01:54 GMT  
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luzr wrote on Fri, 26 March 2010 17:25  
Definitely!

There is basic rule: No graphics in INITBLOCKs. Only Core stuff.

Mirek

Yep, I solved it storing the string name of image instead of the image itself; the image can be then fetched with GetImlImage() function.  
Had to change some stuff in PolyXML ClassFactory, indeed.

Ciao

Max

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