
Subject: Usage of images in different .h and .cpp files
Posted by [281264](#) on Sun, 25 Jul 2010 11:52:02 GMT
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Hi,

I have the following question: how to use images contained in a single .iml file in different classes, each one defined by its corresponding .h and .cpp file?

Cheers,

Javier

Subject: Re: Usage of images in different .h and .cpp files
Posted by [dolik.rce](#) on Sun, 25 Jul 2010 13:23:46 GMT
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281264 wrote on Sun, 25 July 2010 13:52Hi,

I have the following question: how to use images contained in a single .iml file in different classes, each one defined by its corresponding .h and .cpp file?

Cheers,

Javier
Hi Javier,

Just put
#define IMAGECLASS MyImages
#define IMAGEFILE images.iml
#include <Draw/iml_header.h> in your headers and #define IMAGECLASS MyImages
#define IMAGEFILE images.iml
#include <Draw/iml_source.h> in one of your cpp files.

Best regards,
Honza

Subject: Re: Usage of images in different .h and .cpp files
Posted by [281264](#) on Sun, 25 Jul 2010 15:42:15 GMT
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It does not work.

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_header.h>
```

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_source.h>
```

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_header.h>
```

```
#define IMAGECLASS Imagenes
#define IMAGEFILE <prueba_OpenGL3/images.iml>
#include <Draw/iml_source.h>
```

To mention: there is an OpenGLExample object defined in the Prueba_OpenGL3.h file. Hence, I have included:

```
#include "OpenglExample.h"
```

There is one images.iml file, in which I would like to store all the images.

But this arrangement does not work.

Why?

Cheers,

Javier

Subject: Re: Usage of images in different .h and .cpp files

Posted by [dolik.rce](#) on Sun, 25 Jul 2010 16:51:36 GMT

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You got it almost right Javier. The only problem is that iml_source.h must be included only once.

How it works: iml_header.h provides declarations, while iml_source.h provides definitions. So you must use iml_source.h only once, doesn't matter where, and only put the iml_header.h code in the rest of the places where necessary. Otherwise you get linker errors about multiple definitions.

In your case everything you have to do to get it work is to remove the definition from one of the cpp files (that is step 2 or step 4).

Honza

Subject: Re: Usage of images in different .h and .cpp files

Posted by [281264](#) on Sun, 25 Jul 2010 19:32:16 GMT

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Thanks.

In addition, I have realised that also

`#define IMAGECLASS` Images

must be declared only once in the multiple header files. Therefore, in my case (as I included the

Cheers,

Javier
