

---

Subject: Static Ctrl Picture and .iml

Posted by [Daniel\\_Sun](#) on Thu, 11 Nov 2010 11:41:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hey,

I'm back with another request.

My aim is to have some kind of pictures or drawings to indicate the status of different bits in a PLC, like LED's. Now the problem is to get those into my TopWindow and change them during runtime (e.g. Bit is 1 -> LED becomes green, Bit is 0 -> LED becomes gray).

If someone could just help me with how to put a selfmade picture or drwaing into my Layout.

Right now I'm at the point where I created an .iml File and added two images. Then I've put a User Class of type "Picture" (labeled picLED1) into my Layout. Now I'd like to assign one of the Images to the "Picture".

Trying something like:

```
picLED1 = MyImages::grayLED();  
would'nt work.
```

What do I miss?

---

---

Subject: Re: Static Ctrl Picture and .iml

Posted by [mrjt](#) on Thu, 11 Nov 2010 11:48:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You want ImageCtrl in the .iml, then use SetImage in your code.

---

---

Subject: Re: Static Ctrl Picture and .iml

Posted by [Daniel\\_Sun](#) on Thu, 11 Nov 2010 12:03:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ahh nice, this works for me.

Thanks alot.

---

---

Subject: Re: Static Ctrl Picture and .iml

Posted by [koldo](#) on Thu, 11 Nov 2010 12:11:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello Daniel

I think it should work. I enclose you a sample package.

And this is the .cpp file:

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

using namespace Upp;

#define IMAGEFILE <iml/image.iml>
#define IMAGECLASS MyImg
#include <Draw/iml.h>

#define LAYOUTFILE <iml/img.lay>
#include <CtrlCore/lay.h>

struct App : WithMyLayout <TopWindow> {
    typedef App CLASSNAME;
    void OnLed() {
        static bool on;
        if (on) {
            on = false;
            led.SetImage(MyImg::Grey());
        } else {
            on = true;
            led.SetImage(MyImg::Red());
        }
    }
    App() {
        CtrlLayout(*this);
        but.WhenAction = THISBACK(OnLed);
        led.SetImage(MyImg::Red());
    }
};

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

---

## File Attachments

1) [iml.7z](#), downloaded 289 times

---

---

Subject: Re: Static Ctrl Picture and .iml  
Posted by [koldo](#) on Thu, 11 Nov 2010 12:12:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is the screenshot:

---

#### File Attachments

1) [demo.PNG](#), downloaded 729 times

---

---

Subject: Re: Static Ctrl Picture and .iml

Posted by [Daniel\\_Sun](#) on Thu, 11 Nov 2010 12:35:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is exactly what i was looking for.

Thanks.

The key is to use the ImageCtrl class which i have'nt heard about before.

Slowly I'm being convinced that U++ is a very mighty "Tool".

---

---

Subject: Re: Static Ctrl Picture and .iml

Posted by [koldo](#) on Thu, 11 Nov 2010 14:57:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can see another image control in Controls4U bazaar package exactly here .

---