
Subject: Clickable SetImage in Button
Posted by [iST1](#) on Thu, 05 Sep 2013 10:50:18 GMT
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There is a way to set a clickable button's background as image?

Subject: Re: Clickable SetImage in Button
Posted by [mirek](#) on Fri, 20 Dec 2013 19:14:08 GMT
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iST1 wrote on Thu, 05 September 2013 06:50
There is a way to set a clickable button's background as image?

You would need to use Chameleon to do that. See [reference/Chameleon](#).

Or you can develop your own button - easy.

Mirek

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Mon, 01 Aug 2022 14:01:58 GMT
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Hello

Can you help me

i can't set a Clickable Button with background image

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Mon, 01 Aug 2022 14:12:46 GMT
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hello mr Milek

How i can develop own button - easy.if you want to give us an example

thanks

Subject: Re: Clickable SetImage in Button
Posted by [koldo](#) on Mon, 01 Aug 2022 14:19:53 GMT

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Mesimo wrote on Mon, 01 August 2022 16:12hello mr Milek

How i can develop own button - easy.if you want to give us an example

thanks

Dear Mesimo

In Reference/Chameleon there is a good example of custom buttons.

It looks like this:

Please try it and tell us if it's OK for your needs.

File Attachments

1) [Sin título.png](#) , downloaded 695 times

Subject: Re: Clickable SetImage in Button

Posted by [koldo](#) on Mon, 01 Aug 2022 14:25:04 GMT

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Mesimo wrote on Mon, 01 August 2022 16:01Hello

Can you help me

i can't set a Clickable Button with background image

Dear Mesimo

It's simple. With SetImage(image), you can set an image as the background of a button. You can load the Image from a file or, probably much better, from an .iml file. You have a good tutorial here.

Subject: Re: Clickable SetImage in Button

Posted by [Mesimo](#) on Mon, 01 Aug 2022 14:39:01 GMT

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Hello

in attached my code can you see the mistake I made

its compiled without error but the image is not displayed as background of button (but_next)

File Attachments

1) [forum.JPG](#) , downloaded 224 times

Subject: Re: Clickable SetImage in Button
Posted by [koldo](#) on Mon, 01 Aug 2022 14:58:32 GMT
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Hi Mesimo

The code doesn't look bad, although I probably would have done it differently. If you can send in a zipped file a minimal version of your project, I can send it back to you corrected.

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Mon, 01 Aug 2022 15:14:09 GMT
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Hello

Can you give me your number whatsapp i will send it in whatsapp or linkedin

Subject: Re: Clickable SetImage in Button
Posted by [koldo](#) on Mon, 01 Aug 2022 15:20:08 GMT
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Hi Mesimo

It is much simpler, you can just enclose the zipped file in a message in this forum. You will see the "File Attachments option".

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Mon, 01 Aug 2022 15:34:54 GMT
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Hello

I want the images in the middle to be clickable for me I did the test with images but in reality they will be button with background image

I hope you can help me I will be very grateful

File Attachments

1) [ihm.rar](#), downloaded 185 times

Subject: Re: Clickable SetImage in Button

Posted by [Klugier](#) on Mon, 01 Aug 2022 19:12:11 GMT

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Hello Mesimo,

Please rework your example to be more simple. Just operate on one button and image (not several ones). Also optimally, use images from .iml file not from your hard drive. To do, it please follow "Adding images" tutorial.

Please reduce, your example to one window to reproduce the issue and do not use acronyms like BB (Just name it MyWindow etc.).

Klugier

Subject: Re: Clickable SetImage in Button

Posted by [Mesimo](#) on Mon, 01 Aug 2022 22:09:57 GMT

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hello Klugier

please find attached the detailed code with a single button and image if you can help me

thanks

File Attachments

1) [ihm.rar](#), downloaded 186 times

Subject: Re: Clickable SetImage in Button

Posted by [koldo](#) on Tue, 02 Aug 2022 07:54:19 GMT

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Hello Mesimo

Your demo runs well. I have created a little .jpg file, with the red and black arrow, and it loads it in the button:

```
img_chad = StreamRaster::LoadFileAny("c:\\tmp\\3.jpg");
if (IsNullOrEmpty(img_chad))
```

```
    Exclamation("Image 3.jpg not found");
```

And in the Paint(), I have included the Klugier advice. For this kind of images, it is better including them in .iml files. I have put one from CtrlLib/Ctrl.iml:

```
w.DrawImage(220, 350, 180, 180, CtrlImg::O1()/*img_chad*/);
```

File Attachments

1) [Sin título.png](#), downloaded 652 times

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Tue, 02 Aug 2022 09:56:08 GMT
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hello dear

really thank you very much I solved the probleme I worked by iml file now I want to eliminate the borders of the button

any ideas

thanks

Subject: Re: Clickable SetImage in Button
Posted by [koldo](#) on Tue, 02 Aug 2022 13:04:55 GMT
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Hello Mesimo

Please include a picture of the button as you have it now, and how you would like it to look. In this way, we will unequivocally realise the design you want.

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Wed, 03 Aug 2022 11:04:54 GMT
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Hello

I WANT to make conditons on 2 buttons with ' if ' I used 2 method and it does not work

but_chad << [=]

but_next << [=]

```
if ((but_chad << [=])&& ( but_next << [=]))  
{  
    Next();  
};
```

the result is Eroor Lambda

Subject: Re: Clickable SetImage in Button
Posted by [Klugier](#) on Wed, 03 Aug 2022 22:13:24 GMT
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Hello,

You are doing it wrongly and it is not valid C++. In this case you need to have lambda per button:

```
but_chad << [=] { Next(); };  
but_next << [=] { Next(); };
```

Use this tutorial for reference.

Klugier

Subject: Re: Clickable SetImage in Button
Posted by [Mesimo](#) on Thu, 04 Aug 2022 09:00:31 GMT
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I want a condition for 2 buttons

```
if ( button1 clicked && button2 clicked)  
{  
    instructions  
}
```

Do you have any ideas

thanks

Subject: Re: Clickable SetImage in Button
Posted by [koldo](#) on Thu, 04 Aug 2022 13:10:54 GMT
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Mesimo wrote on Thu, 04 August 2022 11:00

I want a condition for 2 buttons

```
if ( button1 clicked && button2 clicked)  
{  
    instructions  
}
```

Do you have any ideas

thanks

Hello Mesimo

You can use "Option", that is the check box in U++.

For example, if option1 and option2 have been declared as Option, you can do:

```
if (option1 && option2) {
```

```
    Do
```

```
}
```
