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Subject: ArrayCtrl & pictures

Posted by [daenerys](#) on Fri, 30 May 2014 11:02:48 GMT

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Greetings

I've a problem with the following

```
#include "arr.h"
```

```
struct MyDisplay : public Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const {

        w.DrawRect(r, paper);
        w.DrawImage(5,5,32,32,StreamRaster::LoadFileAny(GetExeDirFile(q.ToString())));
    }
};

arr::arr()
{
    CtrlLayout(*this, "Window title");
    msg.AddColumn ( "text" );
    msg.AddColumn ( "icon" ).SetDisplay(Single<MyDisplay>());
    msg.AddColumn ( "more" );
    msg.Add("", "dwarf.bmp", "");
}

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

Problem:

if the icon column is placed first works fine, but if I place it on the second it does not.

What's wrong ?

Thanks

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Subject: Re: ArrayCtrl & pictures

Posted by [mirek](#) on Mon, 02 Jun 2014 07:28:22 GMT

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```
w.DrawImage(5,5,32,32,StreamRaster::LoadFileAny(GetExeDirFile(q.ToString())));
```

Rect r says where the cell is placed. Use

```
w.DrawImage(r.left + 5, r.top + 5,32,32,StreamRaster::LoadFileAny(GetExeDirFile(q.ToString())));
```

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Subject: Re: ArrayCtrl & pictures  
Posted by [daenerys](#) on Mon, 02 Jun 2014 20:37:06 GMT  
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many thx

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