Subject: Hey,need help,i met a problem
Posted by foxsir2016 on Mon, 07 Nov 2016 07:41:50 GMT
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hey ,guys,
im a newbie.
i copy this code from official tutorial

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

using namespace Upp;

#define IMAGECLASS MyImages
#define IMAGEFILE  <Image01/Image01.iml>
#include <Draw/iml.h>

class MyApp : public TopWindow {
public:
 virtual void Paint(Draw& draw);
};

void MyApp::Paint(Draw& w)
{
 w.DrawRect(GetSize(), SColorFace());
 w.DrawImage(50, 50, MyImages::MyImage());
}

GUI_APP_MAIN
{
 MyApp().Sizeable().Run();
}
```

when i compile it,it give me this error
fatal error: Image01/Image01.iml: No such file or directory

how i can create this iml file?and place it to where can work

Subject: Re: Hey,need help,i met a problem
Posted by pfsdanny on Fri, 04 Aug 2017 15:25:18 GMT
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#define IMAGEFILE <Image01/Image01.iml>

The first Image01 before the / is the package name, the second Image01.iml is the actual

imagelist file in the Image01 package. If yu has the Image01.iml file, just copy it to your own package and insert it into your working package.

e.g. if your package name is ABC then copy the Image01.iml to your package folder and insert the Image01.iml in the IDE and use the following code

#define IMAGEFILE <ABC/Image01.iml>

Subject: Re: Hey,need help,i met a problem
Posted by rafiwui on Tue, 08 Aug 2017 06:36:01 GMT
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And in addition:

w.DrawImage(50, 50, MyImages::MyImage());

This line needs an image called MyImage inside the defined IMAGECLASS (in this case MyImage) and the IMAGECLASS contains all the images that are designed in the IMAGEFILE.

To create such file by your own, just right click where all the files in your package are -> New package file -> select Image file (Icon) in the dropdown and name it to your needs

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