
Subject: Re: Showing bitmaps or Icons
Posted by [fudadmin](#) on Mon, 20 Mar 2006 13:27:13 GMT
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luzr wrote on Mon, 20 March 2006 08:12fudadmin wrote on Mon, 20 March 2006 01:45Why this doesn't work?

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

```
GUI_APP_MAIN
{   TopWindow w;
    Label l;
    Image img;

    w.Add(l);
    l.SetPos(l.PosLeft(0, 100), l.PosTop(0, 30));

    img = BmpEncoder::NewBmp()->LoadImage("testImg.bmp");
    //img.Exclamation(); //at least this should work?
    l.SetImage(img);

    w.Run();
}
```

And how to check if image was loaded?

Are you sure that path is correct? (Well, there is no path, so it likely is not).

If it was not loaded, result will be empty (e.g. `GetSize() == Size(0, 0)`)

Mirek

Are you sure that you know Ultimate++?...

The image loading works this way:

```
GUI_APP_MAIN
{
    TopWindow w;
    Label l1,l2;
    Image img1,img2;

    w.Add(l1);
    l1.SetPos(l1.PosLeft(10, 100), l1.PosTop(10, 30));
```

```
img1= PngEncoder::New()->LoadImageFile("testImg.png");  
I1.SetImage(img1);
```

```
w.Add(I2);  
img2 = BmpEncoder::NewBmp()->LoadImageFile("testImg.bmp");  
I2.SetImage(img2);  
I2.SetPos(I2.PosLeft(150, 100), I2.PosTop(10, 30));
```

```
w.Run();  
}
```