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Thread: [\[Mini TUT\] Adding images to theme](#)

Slayer - November 13, 2011, 1:37 pm

I wanted to play around with themes, just for practicing and I wanted theme to display icon and images on buttons and such. After adding an image via properties tab, it didn't show so I banged my head few times thinking how hard this would be... But it's pretty easy.

Theme was made by TrinityCoder (<https://hackforums.net/showthread.php?tid=1914676>), hope he won't get mad because of this ^^"

Does the image look interesting? Y/N?
If not... Bye bye?

Where does the magic happen?
In theme code.

1. Put images into resources, I hope you know how.
2. Find a control that you would like to add an image to, and after all drawing code add:
Code If Text = "Your-text-here" Then
 G.DrawImage(My.Resources.your-image, 0, 0)
End If
Code is self-explanati... (I don't know how to spell this).

And for the icon, add this code in theme drawing:
Code G.DrawImage(Form1.Icon.ToBitmap, 0, 0)

Useful thing here is that you can add code on control that changes the text of one control, it will automatically change the image.

On my preview, if I click on "User" button, the text on groupbox will change to "User" and it will change the chat image to the image on the "User" button.

That would be it ^^ If you have any questions, PM me or just post here.

no1me - November 13, 2011, 1:46 pm

its look very nice . now we have this option . tnx for posting

Penthos - November 13, 2011, 1:59 pm

NA man, I'm not mad you gave Credits AND added functionality :P

Good work, I hope others will use this to make some awesome themes from my base setup :) (and Aeons(Themebase))

Keep it up Slayer :P

Edit i did include an icon in the theme :) Look in the properties....

And there is a better way to do what you're doing... checking if text is there is not the way to go.. you should make a property to add images in the properties.

?eumonic - November 13, 2011, 9:11 pm

Not bad, but the way you are doing it is kinda inefficient. It would be much easier to just add the image and change the text than to add all of the resources to a project then add the extra code to make it so that if it is certain text, use certain image. Just my two cents though. Really great job and you actually got that REALLY clean. I like it.

~Vertex

6e756c6c - November 13, 2011, 11:58 pm

The ThemeBase supports this already, you can just call..

Code `DrawImage(HorizontalAlignment.Left, 5, 0)`

That will draw whatever is in the image property to the left of the control, offset from the right by 5 pixels.