

Forum:[Hack Forums](#)

Thread: [Icons with click events, reading filename from folder etc..](#)

SIM-1517404 - March 6, 2017, 10:40 am

I'm working on a project where I'm using a panorama viewer engine as a base, and I'm building a navigation UI allowing the user to view a series of images.

I have a couple of problems I need to fix before I can finish this project :

I want to have 4 arrows in the form, each representing one direction, and add click events to each of these arrows. Currently I've been using buttons (the code for navigating between images has been written) but arrows would result in a cleaner and nicer looking UI. I tried to set the background image of the buttons to arrows, but I can't get the button to be completely transparent.

The viewer engine loads images from a path, and this path has to be updated to load a new image. My navigation system is based of the filename of the image, and I need to preferably store the file name of every image in a specified folder in a string array.

SIM-1517404 - March 6, 2017, 11:05 am

(Mar 6, 2017 11:45 AM)Orka Wrote: [\[CITE\]](#) Use a picturebox instead it comes with click events too. Having a slight problem making this transparent. Using a transparent .png picture file, and set the BackColor to Transparent, yet the is a white box around it.

Also, you helped me out with the storing file names in a field yesterday, but I'm having a slight issue converting to an array. Is it possible to store the file names in a string array ? :)

Zilog80 - March 6, 2017, 11:41 am

Try this:

[Http://pastebin.com/jtAixUn](http://pastebin.com/jtAixUn)

Result:

Spoiler [\(Click to View\)](#)

Hope it helps

SIM-1517404 - March 6, 2017, 11:50 am

(Mar 6, 2017 12:41 PM)Zilog80 Wrote: [\[CITE\]](#) Try this:

[Http://pastebin.com/jtAixUn](http://pastebin.com/jtAixUn)

Result:

Spoiler [\(Click to View\)](#)

Hope it helps

What is the "picMap" field ?

Zilog80 - March 6, 2017, 11:54 am

(Mar 6, 2017 12:50 PM)Swatchi Wrote: [\[CITE\]](#) What is the "picMap" field ?
The Google map 'background image'

As you can see, the arrows (picUp, picRight, picDown & picLeft) are 'transparent' png files and don't show the ugly 'white' rectangle.

SIM-1517404 - March 6, 2017, 12:18 pm

(Mar 6, 2017 12:54 PM)Zilog80 Wrote: [\[CITE\]](#) The Google map 'background image'

As you can see, the arrows (picUp, picRight, picDown & picLeft) are 'transparent' png files and don't show the ugly 'white' rectangle.

Yeah it looks great !

Is the picMap a Bitmap field ? or a reference to the actual file inside your project ?

Personally I don't deal with graphics, I had a guy build the engine for me, and setting the currently loaded image as parent to the arrows seems to be a problem for me :D

Zilog80 - March 6, 2017, 12:52 pm

(Mar 6, 2017 01:18 PM)Swatchi Wrote: [\[CITE\]](#) Yeah it looks great !

Is the picMap a Bitmap field ? or a reference to the actual file inside your project ?

Personally I don't deal with graphics, I had a guy build the engine for me, and setting the currently loaded image as parent to the arrows seems to be a problem for me :D

The picMap is a PictureBox control.

The picMap Image property could be a resource (I used this on the sample for 'fast' POC), a file from HDD, a stream, ...

Ninja - March 6, 2017, 1:49 pm

This is the 10th thread about your project. I suggest you learn to program first before starting such a project.

And please limit all your questions to 1 thread if you can.

SIM-1517404 - March 6, 2017, 1:59 pm

(Mar 6, 2017 02:49 PM)Ninja Wrote: [\[CITE\]](#) This is the 10th thread about your project. I suggest you learn to program first before starting such a project.

And please limit all your questions to 1 thread if you can.

Earlier today I posted a thread looking for someone to help me out to prevent me from having to make a new thread for every single little question I have, but according to you, I had to either pay for that service or post on here with more information about my problems, and now you're back, telling me that's wrong as well ?

I do know how to program, I'm not an expert, but I've made great progress with this project. These are the very last problems until I'm done with a working version of the software.

Ninja - March 7, 2017, 7:58 am

(Mar 6, 2017 02:59 PM)Swatchi Wrote: [\[CITE\]](#) Earlier today I posted a thread looking for someone to help me out to prevent me from having to make a new thread for every single little question I have, but according to you, I had to either pay for that service or post on here with more information about

my problems, and now you're back, telling me that's wrong as well ?

I do know how to program, I'm not an expert, but I've made great progress with this project. These are the very last problems until I'm done with a working version of the software.

Post more information does not mean you post that information in 20 separate threads.

And if you know how to program, then why do you struggle with the most basic stuff? Using a click event on a picturebox is as basic as it gets.

SIM-1517404 - March 7, 2017, 12:21 pm

(Mar 7, 2017 08:58 AM)Ninja Wrote: [\[CITE\]](#) Post more information does not mean you post that information in 20 separate threads.

And if you know how to program, then why do you struggle with the most basic stuff? Using a click event on a picturebox is as basic as it gets.

20 threads ? You do know how to exaggerate. I know how to handle click events, but making pictureboxes transparent isn't really anything I've been doing a lot. I've been coding in java past two years and haven't dealt with VS a whole lot.