

Forum:[Hack Forums](#)

Thread: [Changing properties with variables](#)

VirtualFrost - March 10, 2017, 11:35 pm

I already have a variable which stores the result of a random object, now I want to use that number to load the image.

The images are labelled1, _2, _3 etc etc

To explain it, I want it something like this:

```
diceBox1.Image = VirtualGame.Properties.Resources. + diceVal1;
```

So say the variable diceVal1 has a value of 2, I want it to load image _2.

How can I go about doing this?

ShadowCloudGH - March 10, 2017, 11:56 pm

(Mar 11, 2017 12:35 AM)VirtualFrost Wrote: [\[CITE\]](#) I already have a variable which stores the result of a random object, now I want to use that number to load the image.

The images are labelled1, _2, _3 etc etc

To explain it, I want it something like this:

```
diceBox1.Image = VirtualGame.Properties.Resources. + diceVal1;
```

So say the variable diceVal1 has a value of 2, I want it to load image _2.

How can I go about doing this?

I'm not sure what you are struggling with?

Back before string interpolation I would do this with `string.format("{0}_{1}.{2}", VirtualGame.Properties.Resources, diceVal, imgExtensions )`

Where `imgExtension` is jpg or gif or whatever you are using. It's not clear to me what you are struggling with? Did you want an `extensionMethod` on some class so you could go `diceVal1.GetImagePath()` or did you just want to wrap the above in a method?

This is rather easily achieved with string interpolation, although I'm not sure if the multiline issue has been fixed... I know this compiled to `string + string` previously for multiline values which ended up causing performance hickups with large amounts of iteration, I am sure it has been fixed though, so feel free to use that instead of `string.Format`

VirtualFrost - March 11, 2017, 12:15 am

(Mar 11, 2017 12:56 AM)ShadowCloudGH Wrote: [\[CITE\]](#) I'm not sure what you are struggling with?

Back before string interpolation I would do this with `string.format("{0}_{1}.{2}", VirtualGame.Properties.Resources, diceVal, imgExtensions )`

Where `imgExtension` is jpg or gif or whatever you are using. It's not clear to me what you are

struggling with? Did you want an extensionMethod on some class so you could go `diceVal1.GetImagePath()` or did you just want to wrap the above in a method?

This is rather easily achieved with string interpolation, although I'm not sure if the multiline issue has been fixed... I know this compiled to `string + string` previously for multiline values which ended up causing performance hickups with large amounts of iteration, I am sure it has been fixed though, so feel free to use that instead of `string.Format`

I'm not that great at programming so I'll explain it the best I can without using the wrong terminology

```
diceBox1.Image = VirtualGame.Properties.Resources._ + diceVal1;
```

^^ This does not work. Basically to put strings and variables together, you'd generally go like "The value is " + `randomValue`; right? I'm trying to do the same here basically

```
diceBox1.Image = VirtualGame.Properties.Resources._ + diceVal1;
```

would become

```
diceBox1.Image = VirtualGame.Properties.Resources._1;
```

if `diceVal1 = 1`.

I have a roll button, each time I click it, `diceVal1` will change to a random number between 1-10, then I want to use that value so it can load the correct image. Does that help?

ShadowCloudGH - March 11, 2017, 12:44 am

(Mar 11, 2017 01:15 AM)VirtualFrost Wrote: [\[CITE\]](#) I'm not that great at programming so I'll explain it the best I can without using the wrong terminology

```
diceBox1.Image = VirtualGame.Properties.Resources._ + diceVal1;
```

^^ This does not work. Basically to put strings and variables together, you'd generally go like "The value is " + `randomValue`; right? I'm trying to do the same here basically

```
diceBox1.Image = VirtualGame.Properties.Resources._ + diceVal1;
```

would become

```
diceBox1.Image = VirtualGame.Properties.Resources._1;
```

if `diceVal1 = 1`.

I have a roll button, each time I click it, `diceVal1` will change to a random number between 1-10, then I want to use that value so it can load the correct image. Does that help?

Can you let me know what you get when you change from

```
diceBox1.Image = VirtualGame.Properties.Resources._ + diceVal1
```

to

```
diceBox1.Image = VirtualGame.Properties.Resources + "." + diceVal1.ToString()
```

VirtualFrost - March 11, 2017, 12:51 am

(Mar 11, 2017 01:44 AM)ShadowCloudGH Wrote: [\[CITE\]](#) Can you let me know what you get when you change from

```
diceBox1.Image = VirtualGame.Properties.Resources._ + diceVal1
```

to

```
diceBox1.Image = VirtualGame.Properties.Resources + "." + diceVal1.ToString()
```

<http://prntscr.com/eikpj6>

Domyos - March 11, 2017, 12:58 am

I think the way i uses to load images in c# the first semester was using something like
`DiceBox1.image = Properties.Resources.ResourceManager.GetObject("_" + diceVal1. ToString())`

Not exactly sure anymore tho

ShadowCloudGH - March 11, 2017, 12:58 am

(Mar 11, 2017 01:51 AM)VirtualFrost Wrote: [\[CITE\]](#) <http://prntscr.com/eikpj6>

Ah, now it makes sense. Currently you are pointing to the class Resources, rather than a specific property in the resources.

You are using

`Properties.Resources`

You should be using

`Properties.Resources.ResourceName`

There's a nice example from

<http://stackoverflow.com/questions/90697/how-to-create-and-use-resources-in-net>

```
Code paused = !paused;
```

```
if (paused)
```

```
    notifyIcon.Icon = Properties.Resources.RedIcon;
```

```
else
```

```
    notifyIcon.Icon = Properties.Resources.GreenIcon;
```

You would use `GetObject` if the resource was the actual image, `GetString` for a string with the image path rather than the image object ;)

VirtualFrost - March 11, 2017, 1:09 am

(Mar 11, 2017 01:58 AM)ShadowCloudGH Wrote: [\[CITE\]](#) Ah, now it makes sense. Currently you are pointing to the class Resources, rather than a specific property in the resources.

You are using

`Properties.Resources`

You should be using

`Properties.Resources.ResourceName`

There's a nice example from

<http://stackoverflow.com/questions/90697/how-to-create-and-use-resources-in-net>

```
Code paused = !paused;
```

```
if (paused)
```

```
    notifyIcon.Icon = Properties.Resources.RedIcon;
```

```
else
```

```
    notifyIcon.Icon = Properties.Resources.GreenIcon;
```

You would use `GetObject` if the resource was the actual image, `GetString` for a string with the image path rather than the image object ;)The end result I want is

```
diceBox1.Image = Properties.Resources._1; (If diceVal1 = 1, so yes you're right)
```

That's what I'm trying to work out though, I can't have that always be static, I need the image to change depending on the result of `diceVal1`. How can I change 1 to be the result of `diceVal1`? I'm not asking how to use `Properties.Resources`, I'm asking how can I change the image using that so it changes each time the value changes.

(Mar 11, 2017 01:58 AM)Domyos Wrote: [\[CITE\]](#) I think the way i uses to load images in c# the first semester was using something like

```
DiceBox1.image = Properties.Resources.ResourceManager.GetObject("_" + diceVal1.ToString())
```

Not exactly sure anymore tho

Error for me, cannot convert object to System.Drawing

ShadowCloudGH - March 11, 2017, 1:14 am

(Mar 11, 2017 02:09 AM)VirtualFrost Wrote: [\[CITE\]](#) The end result I want is
diceBox1.Image = Properties.Resources._1; (If diceVal1 = 1, so yes you're right)

That's what I'm trying to work out though, I can't have that always be static, I need the image to change depending on the result of diceVal1. How can I change 1 to be the result of diceVal1? I'm not asking how to use Properties.Resources, I'm asking how can I change the image using that so it changes each time the value changes.

O, for some reason I was under the impression you have the resource pointing to a base path, like "/images/dicepicturefor"

And in the actual Images folder you have

dicepicturefor_1.jpg

dicepicturefor_2.jpg

dicepicturefor_3.jpg

And so on and so forth.

From the last message I understand you have different properties in your resources that you would like to access dynamically like this:

```
Code ResourceManager rm = new ResourceManager(typeof(YourResourceClass));  
string someString = rm.GetString("Properties.Resources._" + diceval.ToString());
```

BahNahNah - March 11, 2017, 1:15 am

(Mar 11, 2017 02:09 AM)VirtualFrost Wrote: [\[CITE\]](#) Error for me, cannot convert object to System.Drawing
Cast it to a Bitmap/Image.

Owl - March 11, 2017, 1:18 am

(Mar 11, 2017 02:09 AM)VirtualFrost Wrote: [\[CITE\]](#) The end result I want is
diceBox1.Image = Properties.Resources._1; (If diceVal1 = 1, so yes you're right)

That's what I'm trying to work out though, I can't have that always be static, I need the image to change depending on the result of diceVal1. How can I change 1 to be the result of diceVal1? I'm not asking how to use Properties.Resources, I'm asking how can I change the image using that so it changes each time the value changes.

Error for me, cannot convert object to System.Drawing
Try a cast

```
Code var r = new Random();  
pictureBox1.Image = (Bitmap)Properties.Resources.ResourceManager.GetObject($"{r.Next(1, 4)}");
```

VirtualFrost - March 11, 2017, 2:25 am

(Mar 11, 2017 02:18 AM)Orka Wrote: [\[CITE\]](#) Try a cast

```
Code var r = new Random();
```

```
pictureBox1.Image = (Bitmap)Properties.Resources.ResourceManager.GetObject($"{r.Next(1, 4)}");
```

Brilliant, this is what I needed, works perfectly. Thanks