

How to use - ListMenu_SetItemIcon ?

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by [jasiek](#) on 22 Feb 2010 20:44

Hi

I need help with this function

```
3A0: int ListMenu_SetItemIcon(GUI_LIST *,wchar_t ItemID,wchar_t unk_FFFF,int
mode,wchar_t ImageID);
```

Can someone show me example usage of ListMenu_SetItemIcon() ?

I need example of select/deselect icon like in JavaTransfer v5 elf.

```
typedef struct
{
    BOOK book;
    GUI_LIST * menu;
} MyBOOK;

MyBOOK *Book = 0;

void OnClick()
{
    int icon_id;
    int item = ListMenu_GetSelectedItem(Book->menu);
    iconidname2id(L"CHECKMARK_IN_BOX_ICN",SID_ANY_LEN,&icon_id);
    ListMenu_SetItemIcon(Book->menu,item,0,1,icon_id);
}
```

This code doesn't work...

Thanks !

by [juLi0Naru](#) on 23 Feb 2010 17:40

use:

```
if(item==1)
{
    SetMenuItemText0(msg,Str2ID(L".....",0,SID_ANY_LEN));
    SetListObjectItemIcon (msg ,0,icon1); //item unselect
    SetListObjectItemIcon (msg ,1,icon2); //item select
}
```

Regards 😊

by [jasiek](#) on 25 Feb 2010 19:31

juLi0Naru

Thanks ! works well :grin:

ListMenu_SetItemIcon works fine but, it must be in
int onLBMessageBusyMenu(**GUI_MESSAGE * msg**)

```
int onLBMessageBusyMenu(GUI_MESSAGE * msg)
{
    int item=GUIOnMessage_GetCreatedItemIndex(msg);
    switch(msg->msg)
    {
        case 1:
            if (item==0)
            {
                ListMenu_SetItemIcon(Book->menu,item,0,1,icon_id);
            }
    }
}
```

BTW: It's not so easy to make a gui_list with additions, deletions, mark and unmark new items :hmmm:

P.S Topic can be closed.