

CaptionList And IconList

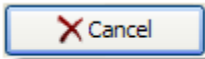
Demonstrating the usefulness of caption lists and icon lists.

As mentioned in other topics, there are two ways to set the button's contents. The easiest way is to use the [Caption](#) and [Icon](#) properties at the cost of flexibility. Here are some ideas on how to use the [CaptionList](#) and [IconList](#) properties to better customize the button's appearance.

Single Caption

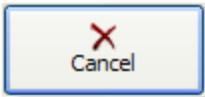
The [CaptionList](#) property meets the needs of developers that have long desired to have a single caption that is custom aligned. Coupled with the [IconList](#) property, developers can now make a button appear more complex.

When using only the [Caption](#) and [Icon](#) property, the best anyone could hope for was a button that looked something like this:



```
Set_Property(Ctrl, "OLE.Caption", "Cancel")
Set_Property(Ctrl, "OLE.Icon", "BMPS\delete.png")
```

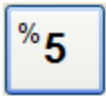
With the [CaptionList](#) and [IconList](#) properties, you can make a button that looks like this:



```
Set_Property(Ctrl, "OLE.CaptionList", "Cancel":@VM:@VM:"C6")
Set_Property(Ctrl, "OLE.IconList", "BMPS\delete.png":@VM:@VM:"C-6")
```

Multiple Captions

The reason we created the [CaptionList](#) and [IconList](#) properties in the first place was to meet the need of a client that wanted to emulate the buttons of a keyboard. This required multiple captions or images with a variety of layout and style options. Here is a sample button that uses two caption to emulate the '5' button on a typical keyboard:



```
BigFont = "Arial":@SVM:16:@SVM:700
LittleFont = "Arial":@SVM:10
CaptionList = ""
CaptionList<1> = "5":@VM:"C":@VM:"C":@VM:BigFont
CaptionList<2> = "%":@VM:"L3":@VM:"T3":@VM:LittleFont
Set_Property(Ctrl, "OLE.CaptionList", CaptionList)
```

Notice how each caption uses a different font. The main part of the key uses a larger font and is perfectly centered. A smaller font is used for the percent symbol and is offset relative to the top left corner.

See Also

[CaptionList](#), [IconList](#)