

ImageList

All the images used by the shortcut bar to render the shortcut items.

Usage

```
Set_Property(OLECtrlEntID, "OLE.ImageList", Array)
```

Values

Array has the following structure:

Pos	Name	Type	Description	Default
<1>	Group Image List			
<1, 1>	Image Path	Formatted String	The path to the bitmap containing the images for group headers	""
<1, 2>	Frames	Integer	The number of frames into which the bitmap is to be divided	1
<1, 3>	Transparent Color	Formatted String	The color within the bitmap not to be drawn. Use "Auto" to designate the top-left most pixel color	Auto
<2>	Item Image List			
<2, 1>	Image Path	Formatted String	The path to the bitmap containing the images for items	""
<2, 2>	Frames	Integer	The number of frames into which the bitmap is to be divided	1
<2, 3>	Transparent Color	Formatted String	The color within the bitmap not to be drawn. Use "Auto" to designate the top-left most pixel color	Auto

Remarks

The ImageList property allows you to set two images containing all images used in the shortcut bar. The first image is used only by group headers while the second image is solely for items. The reason for the separation is in case you want the group header images to be of a different size than the item images. See the [GroupImage](#) and [ItemImage](#) properties for more details.

The ImageList property has 2 fields, the first field sets the Group Image List and the second field sets the Item Image List. Each field has the same format described in detail below.

See the [Image](#) documentation for information of file types and how to load images.

Example

```
ImageList = ""
ImageList<1> = "c:\groupicons.bmp":@VM:4:@VM:"Auto"
ImageList<2> = "c:\test.dll#ITEMICONS":@VM:4:@VM:"None"
Set_Property(@Window:".OLE_SHORTCUT", "OLE.ImageList", ImageList)
```

See Also

[GroupImage](#), [ItemImage](#)