

BITMAP

Applies to

Bitmap, checkbmp, pushbmp, edit table, tab control

Description

Get_Property returns the path to the picture file; Set_Property sets the path and whether the bitmap should be transparent.

Usage

path = **Get_Property** (*bitmapcontrolname*, " **BITMAP** ")

path = **Set_Property** (*bitmapcontrolname*, " **BITMAP** ", *pathtofile* [: @*vm* : *bTransparencyFlag*])

Remarks

The BITMAP control supports .BMP, .ICO, .GIF, and .PCX file formats.

To display a bitmap stored as a resource in a .DLL or .EXE file, set the BITMAP property to the name of the file, a pound sign (#), and the resource ID. Resources can be referenced by name or by number; for example:

```
Set_Property(CtrlEntID, "BITMAP", "my.dll#17")
Set_Property(CtrlEntID, "BITMAP", "my.exe#PrettyPicture")
```

Note: *When setting the BITMAP property within an editable either the SELPOS or ACCESSPOS property must be set prior to the BITMAP Set_Property call.*

To display a bitmap in an editable cell, set the SELPOS property and then set the BITMAP property.

```
Set_Property(CtrlEntID, "SELPOS", selpos)
Set_Property(CtrlEntID, "BITMAP", bitmap)
```

To display a bitmap in an editable cell, set the ACCESSPOS property and then set the BITMAP property.

```
Set_Property(CtrlEntID, "ACCESSPOS", 3:@fm:1)
Set_Property(CtrlEntID, "BITMAP", bitmap)
```

See Also

[IMAGE property](#)