

IMAGE

Applies to

Bitmap, checkbmp, pushbmp

Description

[Set_Property\(\)](#) sets the bitmap control to display the raw image, as actually read from an image file. This contrasts to the [BITMAP property](#), which directs the control to the location of the image file.

Usage

retval = **Set_Property** (*bitmapcontrolname*, **"IMAGE"**, *imagefile_contents*)

Example

```
/* read the contents of the JPEG image file my_pic.jpg, into a variable.
Then, set the bitmap control (BITMAP_1) to display the contents of the variable as an image. */
declare function Set_Property
declare subroutine fsmsg
OSOpen 'my_pic.jpg' to pic_filehandle else
    fsmsg()
    return 1
end
OSBRead picdata from pic_filehandle at 0 length 999999
retval = set_Property(@window : '.BITMAP_1', 'IMAGE', picdata)
```

See also

[BITMAP property](#)

Remarks

The IMAGE property supports .BMP, .ICO, .WMF, and .PCX file formats.

Note: *The IMAGE property does not support the .GIF file format.*

When using [Set_Property\(\)](#) to set multiple properties, set the IMAGE property last, because the image file most probably contains control characters that will cause Set_Property to function improperly.