

# IMAGECLIP

## Applies to

Bitmap, checkbmp, pushbmp.

## Description

Set to true to clip the image (only show as much of the image as fits into the control) or false to resize the image to the size of the control.

## Usage

*status* = **Get\_Property** (*controlentID*, "IMAGECLIP")

*status* = **Set\_Property** (*controlentID*, "IMAGECLIP", *truefalse*)