

IMAGECOUNT

Applies to

Pushbmp, checkbmp, radiobmp, list box.

Description

Specifies the number of images in a bitmap. For example, you might specify an image when the push-button is normal, a different image for when the mouse button is held down on the push-button, and a third when the push-button is "selected." In this example IMAGECOUNT = 3.

Remarks

The number of images, or frames, in a bitmap is limited to 16. For a bitmapped button, the images are defined as follows:

Number	Push-Button	Check Button
1	Up (no focus)	No check (no focus)
2	Down (no focus)	Checked (no focus)
3	Disabled	Disabled, no check
4	Mouse down	Mouse down
5	Up (focus)	Check (focus)
6	Down (focus)	No check (focus)

If images 5 and 6 do not exist, 1 and 2 are used in their place. If image 4 does not exist, 2 is used in its place.

See also

[BITMAP property](#), [IMAGECLIP property](#), [IMAGENUMBER property](#)