

# IMAGENUMBER

## Applies to

Bitmap controls only.

## Description

Specifies the image to display for a multi-image bitmap.

## Usage

*currentimage* = **Get\_Property** (*windowID*, "IMAGENUMBER")

*oldimage* = **Set\_Property** (*windowID*, "IMAGENUMBER", *newimage*)

## Remarks

Values passed in Set\_Property and returned by both Get\_Property and Set\_Property:

Value	Description
<i>Image</i>	An integer between 1 and the value of the IMAGECOUNT property, inclusive.

This property is used with IMAGECOUNT to display multi-image bitmaps. A multi-image bitmap is divided horizontally into frames, or images, which are equal in width. Typically, OpenInsight automatically determines which image to display, as in the case of bitmapped buttons. For the bitmap control, however, only the first image is automatically displayed. The IMAGENUMBER property allows the currently displayed image to be set programmatically. 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	Mouse down
5	Up (focus)	Check (focus)
6	Down (focus)	No check (focus)

## See also

[IMAGECOUNT](#) and [BITMAP](#) properties.