

IMAGEORIGIN

Applies to

Bitmap, checkbmp, pushbmp, and radiobmp controls.

Description

For clipped bitmaps, this property specifies the location within the control (not the image) to treat as the origin.

Usage

origin = **Get_Property** (*windowID*, "IMAGEORIGIN")

oldorigin = **Set_Property** (*windowID*, "IMAGEORIGIN", *neworigin*)

Remarks

Values passed in Set_Property and returned by both Get_Property and Set_Property have the format x:@fm:y where x and y are defined as:

Parameter	Description
X	Number of pixels from the left edge of the control to start drawing.
Y	Number of pixels from the top edge of the control to start drawing.

Setting the x value to -1 centers the bitmap image horizontally within the bitmap control. Likewise, setting the y value to -1 centers the bitmap vertically.

Although the list box control can display bitmaps, the IMAGEORIGIN property does not apply to list boxes. List boxes always use an IMAGEORIGIN of 2,2.

See also

[IMAGECLIP](#), [IMAGEOFFSET](#), [BITMAP](#), and [SIZE](#) properties.