

IMAGEOFFSET

Applies to

Bitmap controls only.

Description

For clipped bitmaps, this property specifies the location within the image (not within the control) to draw from.

Usage

offset = **Get_Property** (*windowID*, "IMAGEOFFSET")

oldoffset = **Set_Property** (*windowID*, "IMAGEOFFSET", *newoffset*)

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 image to draw from.
y	Number of pixels from the top edge of the image to draw from.

Note: If the IMAGENUMBER property is set, IMAGEOFFSET specifies an offset within the image specified by IMAGENUMBER.

This property could be used, for example, to scroll a bitmap within a bitmap control. By repeatedly incrementing the x portion of the offset, the bitmap will scroll to the left.

See also

IMAGECLIP, IMAGEORIGIN, IMAGENUMBER, IMAGECOUNT, BITMAP, and SIZE properties.