ImageSize

The fixed size of tree item images.

Usage

```
Set_Property(OLECtrlEntID, "OLE.ImageSize", Value)
```

Values

Width and height, delimited by the 'x' character

Default: "0x0"

Remarks

The ImageSize property provides a means by which all images are forced into a given size. By default, an item's image is based on the image's original size. If you know your images are different sizes but would like to make them consistent, set this property. For example, let's say I have a set of icons. Some are 16x16 and some are 32x32. To make them consistent, I can set the ImageSize property to "16x16", which will force the control to resize those 32x32 images upon rendering.

Setting this property to "0x0", which is the default, indicates that the images' original sizes should be used.

Example

```
// Make all icons 24x24
Set_Property(@Window:".OLE_TREE", "OLE.ImageSize", "24x24")
```

See Also

Images, ImageConditions, ImageEffects, ItemImage