

Bitmap Control Attributes Window

▶ Accessible Using

1. Double-click on the bitmap control; or
 2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
 3. if selected: ENTER.
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Entries

Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
Name	Handle name of the bitmap control (may be overwritten with another name).
Array...	"Array" dialog box for defining an array of bitmap controls.
Bitmap	BITMAP-FILE-NAME attribute value. If you pull down the selection box, you can choose from the existing set of .bmp files.
...	"Source" dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
DIL Text	DIL-TEXT attribute value (string).
...	"Source" dialog box for determining sources of DIL-TEXT attribute values.
Accelerator	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.
State:	
Visible	VISIBLE attribute value.
Draggable	DRAGGABLE attribute value. If you check this item, the end user may drag the bitmap control and drop it onto another bitmap control.
Enabled	ENABLED attribute value.
Help ID	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlpfile).
Command ID	CLIENT-KEY attribute value (used in this context for associating a command ID).
Context Menu	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.

Entry in Attributes Window	Represents
Drag Mode	DRAG-MODE attribute value. Indicates whether the control can act as the source in a drag-drop operation and, if so, which types of drag-drop operation it supports.
Drop Mode	DROP-MODE attribute value. Indicates whether the control can act as the target in a drag-drop operation and, if so, which types of drag-drop operation it supports.
Background Color:	
Selection box	BACKGROUND-COLOUR-NAME attribute value. If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
...	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
Rectangle:	<p>The following four attributes decide the bitmap control's x and y axis position, its height and its width on the screen.</p> <p>X - RECTANGLE-X attribute value. Y - RECTANGLE-Y attribute value. W - RECTANGLE-W attribute value. H - RECTANGLE-H attribute value.</p>
Style:	
Vertical Justification:	
Top / Center /	Mutually exclusive STYLE attribute values: align to the
Bottom	bottom, the vertical center, the top.
Horizontal Justification:	
Left / Center /	Mutually exclusive STYLE attribute values: align the bitmap
Right	to the left (of the rectangle), the horizontal center, the right.
Framed	STYLE attribute value: three-dimensional frame.
Scaled	STYLE attribute value: scale the bitmap to fit into the underlying bitmap control's rectangle.
Transparent	STYLE attribute value: bitmap pixels in the background color do not change the state of the screen.
OK	Save settings and exit the window.
Cancel	Exit the window without saving the settings.
Help	Provides online help on the attributes window.