
Subject: Re: 32x32 bitmap in WIDGET_BUTTON

Posted by [don.j.hinshilwood](#) on Fri, 31 Oct 2008 15:47:38 GMT

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On Oct 31, 3:29 am, bernat <bernat.puigdomen...@gmail.com> wrote:

> When I transform the bitmap to 16x16 pixels it works !

I have used 64 x 64 .bmp images for buttons, but never with the xsize and ysize keywords also defined.
