
Subject: 32x32 bitmap in WIDGET_BUTTON
Posted by [natha](#) on Fri, 31 Oct 2008 10:14:43 GMT
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Hello group,

I want to realize a WIDGET_BUTTON with a 32x32 pixel bitmap image. I tried that:

```
mtool = WIDGET_BASE(toolbar, /TOOLBAR, /ROW, XPAD=1, YPAD=1, /  
ALIGN_CENTER)
```

```
button = WIDGET_BUTTON(mtool, VALUE=bitmapspath+/  
zoom_in2bmp.bmp', /BITMAP, $  
UVALUE='ZOOM_OUT', XSIZE=32, YSIZE=32)
```

Where bitmapspath+ '/zoom_in2bmp.bmp' is the correct path to my image. I know I can display 16x16 bitmap icons but I want to improve my interface with a nice icons. I don't know if it's possible to draw this kind of icons (with 32x32 pixels).

Anybody knows how to do that? How to realize a 32x32 bitmap icon button

Thanks,

Bernat
