
Subject: 32x32 bitmap in WIDGET_BUTTON
Posted by [natha](#) on Fri, 31 Oct 2008 10:11:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello group,

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

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