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System Bitmaps

This appendix shows the bitmaps provided with NEXTSTEP. These bitmaps can be used by the NXImage, Cell, and Cursor classes. They are also available in Interface Builder by typing their names into the ^aIcon:° field of the inspector. The name and size (in pixels) is listed below each bitmap. For more information, see the class specifications.

The following bitmaps can be used by the NXImage and Cell classes:

F0.eps , NXsquare 16 16x16	F1.eps , NXsquare16H 16x16
F2.eps , NXswitch 15x15	F3.eps , NXswitchH 15x15
F4.eps , NXradio 16x15	F5.eps , NXradioH 16x15

F6.eps ,
NXreturnSign
16x10

F7.eps ,
NXmenuArrow
12x9

F9.eps ,
NXscrollDown
16x16

F12.eps ,
NXscrollLeft
16x16

F15.eps ,
NXscrollRight
16x16

F17.eps ,
NXscrollUp
16x16

F35.eps ,
NXLinkButton
12x12

F19.eps ,
NXscrollMenuDown
12x12

F22.eps ,
NXscrollMenuLeft

F8.eps ,
NXmenuArrowH
12x9

F10.eps ,
NXscrollDownH
16x16

F14.eps ,
NXscrollLeftH
16x16

F16.eps ,
NXscrollRightH
16x16

F18.eps ,
NXscrollUpH
16x16

F36.eps ,
NXLinkButtonH
12x12

F20.eps ,
NXscrollMenuDownD
12x12

F23.eps ,
NXscrollMenuLeftD

F21.eps ,
NXscrollMenuDownH
12x12

F24.eps ,
NXscrollMenuLeftH

12x11

F25.eps ,

NXscrollMenuRight
12x11

F28.eps ,

NXscrollMenuUp
12x12

F31.eps ,

NXdefaultappicon
48x48

12x11

F26.eps ,

NXscrollMenuRightD
12x11

F29.eps ,

NXscrollMenuUpD
12x12

F32.eps ,

NXdefaulticon
48x48

12x12

F27.eps ,

NXscrollMenuRightH
12x12

F30.eps ,

NXscrollMenuUpH
12x12

The following bitmaps are the representations of predefined NXCursor objects:

F33.eps ,

NXarrow
16x16

F34.eps ,

NXibeam
16x16