Q: How can I specify one of the system bitmaps as the icon for my button in InterfaceBuilder?   The Icons suitcase only includes a handful of all the system bitmaps shown in
/NextLibrary/Documentation/NextDev/Summaries/07_SysBitmaps/SysBitmaps.rtfd
(or page 7-2 of the hard copy Technical Summaries).

A: Simply type the name of the bitmapÐfor example, NXscrollDownÐin the "Icon:" field of the Button inspector.   You'll need to make sure that the Icon Position control in the inspector allows an icon name to be typed.

In **Release 2**, if the word "Title" is indicated in the center of the diamond instead of "Icon," click the center to change it to "Icon" before typing the bitmap's name in the "Icon" field.

In **Release 3**, you need to select an Icon Position that includes a small square in the Button inspector.

If you forget which bitmaps are available or what their names are, you can quickly locate their pictures and names by searching the technical documentation in Digital Librarian.   (Search for the name of one of the bitmaps that you do remember, such as one of those in the Icons suitcase.)

Note that the system bitmaps table also specifies two cursor bitmaps, NXArrow and NXIBeam.   These can't be used in a cell, so InterfaceBuilder won't accept their names in the "Icon:" field.

Note that in Release 3, the system bitmap documentation can be found on-line under /NextLibrary/Documentation/NextDev/GeneralRef/ApD_SystemBitmaps/SysBitmaps.rtfd. Also, the Icons suitcase is now named "Images".

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Valid for 2.0, 3.0, 3.1