



Micro-Bytes PicClip Buttons

Micro-Pic PicClip Button Array 1.0

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Altering the Mouse-Down Button

You can alter the **background** color of the **Micro-Pic** Button Array, as shown in this example, by using Microsoft PaintBrush to **re-fill** the existing colors. Before experimenting with colors, **Save** this bitmap (BUTNARA2.BMP) as **BUTNARA3.BMP** to create a backup.



Using Micro-Pic

See Microsoft's Visual Basic 2.0 **Professional Features** Manual for information on adding a

PicClip VBX control  to your Project Form.

In your Project Form set it's following **properties**:

Cols:	20
Picture:	BUTNARAY.BMP (or one you've modified)
Rows:	10

Again, in your Project Form, add a **Picture Control** , and set it's following **properties**:

AutoSize:	True
BackColor:	light gray for 3D affect (&H00C0C0C0&)
BorderStyle:	None
Height:	330
Name:	ButnPic
Width:	360

From the **Options** Menu under **Environment**, set the **Grid Height** and **Grid Width** to **60**, and **Align to Grid** to **Yes**.

Determine the **number** of buttons you will need on the current Form. With the **ButnPic** Control **selected**, Press **^C** to copy it to the Windows clipboard. Now **paste** as many ButnPic Picture Controls on your Form as you will need, by selecting the **Form**, then pressing **^V**. When you are prompted as to whether you want to create a **control array**, answer **Yes**. The ButnPic controls will be automatically **Indexed**.

You may want to include a couple extra controls in case you decide to add more buttons later. They can be placed **outside** the **active** form area with the **Micro-Pic PicClip** picture, and they will not be visible at Run-Time.

The following Visual Basic code is an example of using the **Select Case** Statement to determine what to do when a **Micro-Pic** Control is **clicked** with the mouse. Notice that the assigned **Micro-Pic** Picture is referenced in **PicClip1.GraphicCell(n + 10)**. Where "n" is the picture displayed in the **MouseDown** position, and the second number is the offset to the picture displayed in the **MouseDown** position.

For the MouseDown Event:

```
Sub ButnPic_MouseDown (Index As Integer, Button As Integer, Shift As Integer, X As Single, Y As Single)
```

```
Select Case Index
  Case 0
    ButnPic(0).Picture = PicClip1.GraphicCell(0 + 10)
    ' your code or subroutine call goes here
  Case 1
    ButnPic(1).Picture = PicClip1.GraphicCell(1 + 10)
    ' your code or subroutine call goes here
  Case 2
    ButnPic(2).Picture = PicClip1.GraphicCell(2 + 10)
    ' your code or subroutine call goes here
End Select
```

End Sub

For the MouseUp Event:

```
Sub ButnPic_MouseUp (Index As Integer, Button As Integer, Shift As Integer, X
As Single, Y As Single)
```

```
  Select Case Button
    Case 0
      ButnPic(0).Picture = PicClip1.GraphicCell(0)
    Case 1
      ButnPic(1).Picture = PicClip1.GraphicCell(1)
    Case 2
      ButnPic(2).Picture = PicClip1.GraphicCell(2)
  End Select
```

End Sub

Determining PicClip.GraphicCell Number

Button 0

Button 1

Button 2

Button 3

Button 4

Button 5

Button 6

Button 7

Button 8

Button 9

Button 20

Button 21

Button 22

Button 23

Button 24

Button 25

Button 26

Button 27

Button 28

Button 29

Button 40

Button 41

Button 42

Button 43

Button 44

Button 45

Button 46

Button 47

Button 48

Button 49

Button 60

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Button 184

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Button 186

Button 187

Button 188

Button 189

