

How to display icons in a combo box

Each combo box item with own its icon? No problem. Using the owner-draw style we can do almost anything.

Place a *TComboBox* and a *TImageList* on a form. Fill the image list with icons that are to be displayed in the combo box. Set the *Style* property of the combo box to *csOwnerDrawFixed* or *csOwnerDrawVariable*. The final step is to add a *OnDrawItem* event handler to the combo box.

Here's the code:

```
unit Unit1;

interface

uses
  Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls, Forms,
  Dialogs, ImgList, StdCtrls;

type
  TForm1 = class(TForm)
    ComboBox1: TComboBox;
    ImageList1: TImageList;
    procedure ComboBox1DrawItem(Control: TWinControl; Index: Integer;
      Rect: TRect; State: TOwnerDrawState);
  end;

var
  Form1: TForm1;

implementation

{$R *.dfm}

procedure TForm1.ComboBox1DrawItem(Control: TWinControl; Index: Integer;
  Rect: TRect; State: TOwnerDrawState);
var
  ComboBox: TComboBox;
  bitmap: TBitmap;
begin
  ComboBox := (Control as TComboBox);
  Bitmap := TBitmap.Create;
  try
    ImageList1.GetBitmap(Index, Bitmap);
    with ComboBox.Canvas do
      begin
        FillRect(Rect);
        if Bitmap.Handle <> 0 then
          Draw(Rect.Left + 2, Rect.Top, Bitmap);
        Rect := Bounds(
          Rect.Left + ComboBox.ItemHeight + 2,
          Rect.Top,
          Rect.Right - Rect.Left,
          Rect.Bottom - Rect.Top
        );
        DrawText(
          handle,
          PChar(ComboBox.Items[Index]),
          length(ComboBox.Items[Index]),
          Rect,
          DT_VCENTER + DT_SINGLELINE
        );
      end;
    finally
      Bitmap.Free;
    end;
  end;
end;

end.
```

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