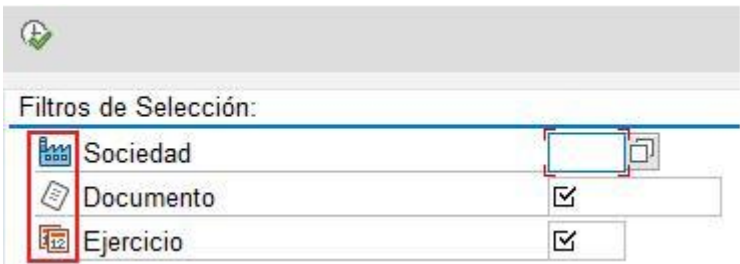
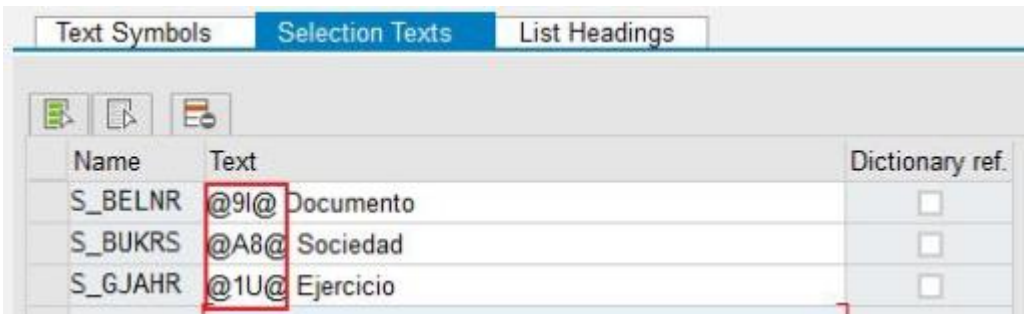


Agregar íconos en pantalla de selección

En nuestra pantalla de selección podemos agregar íconos al costado de cada parámetro:



Para esto simplemente hay que agregar una “combinación de caracteres” (código ID) al comienzo de los **textos de selección**:



Ruta: **Goto → Text Elements → Selection texts**

Cada ícono tiene su propia combinación de caracteres:

| | | |
|-----------------------------|------|--|
| ICON_ANNOTATION | @0J@ | |
| ICON_CREATE_NOTE | @0K@ | |
| ICON_DISPLAY_NOTE | @0L@ | |
| ICON_CALCULATION | @0M@ | |
| ICON_GRAPHICS | @0N@ | |
| ICON_CREATE_TEXT | @0O@ | |
| ICON_DISPLAY_TEXT | @0P@ | |
| ICON_CHANGE_TEXT | @0Q@ | |
| ICON_VARIANTS | @0R@ | |
| ICON_INFORMATION | @0S@ | |
| ICON_ADDRESS | @0T@ | |
| ICON_VIEWER_OPTICAL_ARCHIVE | @0U@ | |
| ICON_OKAY | @0V@ | |
| ICON_CANCEL | @0W@ | |
| ICON_PRINT | @0X@ | |
| ICON_CREATE | @0Y@ | |
| ICON_CHANGE | @0Z@ | |
| ICON_DISPLAY | @10@ | |
| ICON_DELETE | @11@ | |

Y con este programa podemos conocer todos los íconos y su respectivo ID:

```
DATA : gs_icon TYPE ICON,  
      gt_icon TYPE TABLE OF ICON.
```

```
SELECT * FROM icon INTO TABLE gt_icon.
```

```
LOOP AT gt_icon INTO gs_icon.
```

```
    WRITE :/ gs_icon-name,  
           33 '@',  
           34 gs_icon-id+1(2),  
           36 '@',  
           40 gs_icon-id.
```

```
ENDLOOP.
```