There are up to 3 files for each glyph. The first part of the filename is the name of the image, which is followed by a number suffix, indicating the image size; either 24 or 16 pixels. The last part of the filename is the state indicator; _d is a disabled image, _h is a hot image.



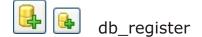


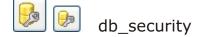




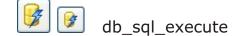


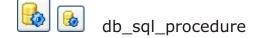












	delete_	_square
--	---------	---------



There are up to 3 files for each glyph. The first part of the filename is the name of the image, which is followed by a number suffix, indicating the image size; either 24 or 16 pixels. The last part of the filename is the state indicator; _d is a disabled image, _h is a hot image.





disconnect





edit





edit_square





filter





filterb





first





first_square





gı

group_user





insert





insert_square





last





last_square





next





next_square

There are up to 3 files for each glyph. The first part of the filename is the name of the image, which is followed by a number suffix, indicating the image size; either 24 or 16 pixels. The last part of the filename is the state indicator; _d is a disabled image, _h is a hot image.





post





post_square





previous





previous_square





refresh





refresh_square





rollback





rollback_square





sql_script_new





sql_script_open





sql_script_save





table





tableb





user_add

There are up to 3 files for each glyph. The first part of the filename is the name of the image, which is followed by a number suffix, indicating the image size; either 24 or 16 pixels. The last part of the filename is the state indicator; _d is a disabled image, _h is a hot image.





user_drop





user_properties





view