This is an example of adding or changing a bitmap button to the Z axis step minus.

From this….

 upstep.bmp

To this…..

 downstep.bmp

1) In Visual Studio select Resource View tab.

2) Navigate to KmotionCNC>KmotionCNC.rc>Bitmap

3) Copy & Paste any of the bitmaps within the Bitmap folder. And change its IDB to IDB_DownStep. Then in the IDB_DownStep properties, Filename, change to res\downstep.bmp

4)Then click Solution Explorer tab and navigate to KMotionCNC>Source Files and open KmotionCNCDlg.cpp.

5) Change "`m_DownStep.LoadBitmaps(IDB_UpStep,0,0);" to "m_DownStep.LoadBitmaps(IDB_DownStep,0,0);"`

and

`"m_ZminusStep.LoadBitmaps(IDB_UpStep,0,0);"`

to

`"m_ZminusStep.LoadBitmaps(IDB_DownStep,0,0);"`

Then Save all files in Visual Studio and Rebuild KMotionCNC.

6) Next using your bitmap editor (I use RealDrawPro) create your bitmap or edit an existing bitmap and save it as downstep.bmp in the C:\KMotion432\PC VC Examples\KMotionCNC\res. Also save the new downstep.bmp file on your desktop or somewhere as a backup.

7) Now launch KMotionCNC from Visual Studio by using F5 button your keyboard.

If the new downstep.bmp button is not showing, close the KMotionCNC window and navigate back to "C:\KMotion432\PC VC Examples\KMotionCNC\res" and open the downstep.bmp file to see if it has been changed back to the original upstep.bmp. If so, re save the downstep.bmp file again. This issue of the bitmap image reverting back to original bitmap has something to do with Visual Studio.