
Subject: Widget frustration continues...

Posted by [Aviv Gladman](#) on Mon, 29 Sep 1997 07:00:00 GMT

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Well, I've abandoned the hope of getting IDL to correctly map widget colors in either 24 or 8-bit mode (thanks for all the advice, though), but my list of other difficulties (features?!) continues to grow. Has anyone had any luck getting IDL to recognise Motif widget resources (SunOs5/Ultra/Openwin3.0/IDL/X)? I tried the sample code included in the 'RESOURCE_NAME keyword' manual entry, could not get any of the resources recognised (no accelerator, no background color, etc) even after using xrdp to reload my resource file and starting from a fresh X session. On a separate note, how do you change the amount of scroll you get when you click beside the scrollbar for DRAW and BASE widgets (you can specify SCROLL=scroll_amount for a WIDGET_SLIDER, doesn't seem to affect WIDGET_DRAW, or WIDGET_BASE)?

Thanks

Aviv S. Gladman
