
Subject: Re: widget colours

Posted by [davidf](#) on Tue, 03 Nov 1998 08:00:00 GMT

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LC's No-Spam Newsreading account (nospam@ifctr.mi.cnr.it) writes:

> We wish the background of the widgets to be coloured.
>
> Apparently this is not a "normal" attribute of a WIDGET_TEXT.
> I solved the problem (for demonstrating a prototype) under Unix and X with
> a statement like :
>
> sct1 = WIDGET_TEXT(scts,XSIZE =8,YSIZE = 15,VALUE = a, resource_name='quad1')
>
> where I define colours in an X resource file with things like
>
> Idl*voe*quad1*background: red
>
> but this mechanism is intrinsically unportable to NT, and the documentation
> gives no hints about colour attributes for text widgets under NT.
>
> Any idea ?
> Other than using a DRAW widget instead of a TEXT widget ?

I think you may be completely out of luck here, as colored text widgets are not really the "IDL way". :-)

A draw widget with text in it is not really such a bad hack sometimes, especially if it is written as a compound widget. You can even "hide" a text widget under the draw widget so you can pick up typing events, etc. This is a little more than beginners can usually chew, but you seem to know what you are doing. :-)

> I would sorely regret to be forced to use another language
> *just* because of this.

No, it seems a rather flimsy excuse. Most of the old timers here have gotten used to considering capability first and design second. It's been awhile since we were young enough to think the correct way. :-)

An alternative may be to use something like Visual Basic to create some or all of the interface and IDL (through its Active X component) to display the results. The combination of VB and IDL can sometimes create promising results.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
