
Subject: Image wallpapered GUI

Posted by [T Bowers](#) on Thu, 03 Dec 1998 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I'm trying to create a simple GUI that is a form "wallpapered" with a .gif image, and a few buttons running down the form (a column of buttons, if you will) that are centered. Sounds easy enough. First, I thought I'd try `cw_form()`, but there's no way to assign it a background image. So I thought I'd be cute and create a `baseWidget`, then a `widget_draw(baseWidget)` to hold my `image.gif`, then just center my `widget_button(baseWidget)`'s (or a `cw_bgroup()`) on that draw widget. Well... it isn't so easy. I can't use `/column` with my `baseWidget` so that I can take advantage of the `align_center` keyword or it'll put the image lined up below the buttons. The only way I can get the buttons to appear on top of the image is to *not* specify the `/column` keyword for `baseWidget`, but then the buttons appear on the top/left side and there's no way to align them to center. Hardcoding the offsets in there is not an option. The only other way I can think of doing it is to do the math on the x and y sizes of my widgets so I can place my buttons in the center of the draw widget, but I can't do this cause I can't find a way to access the dimensions of the damned widgets.

This is my best crappy solution so far:

pro simpleGUI

```
//Pull in my image
read_gif, "image.gif", bkgnd,r,g,b ;image.gif happens for now to be 200x400
tlct,r,g,b
```

```
//Create base widget
baseWidget = widget_base()
```

```
//Create base for buttons so they'll line up proper like.
buttonBaseWidget = widget_base(baseWidget, /column, $
  xoffset=60, yoffset=110 ;YUCK! This sucks!
```

```
//Get cute and stick in a draw widget
```

```
mainFormBkgrnd = widget_draw(baseWidget, xsize=200, ysize=400) ;Yuck again!
```

```
;//Make some buttons
```

```
button1 = widget_button(baseWidget, value="Button1")
```

```
button2 = widget_button(baseWidget, value="Button2")
```

```
button3 = widget_button(baseWidget, value="Button3")
```

```
;//Do proper stuff
```

```
widget_control, baseWidget, /realize
```

```
xmanager, "mainForm", baseWidget, /no_block
```

```
;//Show background image in mainFormBkgrnd widget
```

```
tv, bkgrnd
```

```
end
```

Well... guess that's it in a nutshell. If anyone can decipher this rambling madness I'd appreciate it a whole lot.

```
IDL> print,!version
```

```
{ x86 Win32 Windows 5.0.2 Jul 23 1997}
```

TIA

todd bowers, non-widgiting fool
