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Tri.

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```

X_Size:0., Y_Size:0., Z_Size:0.}, $
Data:PTR_NEW()

MW_XSize = 800 ; it must be at least equal 3*img_DrawSize
MW_YSize = 650
LIWindow = WIDGET_BASE(XSIZE = MW_XSize, YSIZE = MW_YSize, TITLE
=
'Load Images')
,*****
; Drawing windows
img_DrawSize = 256
img_XOffGap = (MW_XSize - 3 * img_DrawSize) / 4.0
img_YOffGap = 10
img_XOff = FIX(img_XOffGap)
img_YOff = img_XOffGap
StdImgDraw1 = WIDGET_DRAW(LIWindow, XSIZE = img_DrawSize, YSIZE
=
img_DrawSize, $
XOFFSET = img_XOff, YOFFSET = img_YOff, FRAME = 3,
COLORS = 256)
img_XOff = FIX(img_XOff + img_DrawSize + img_XOffGap)
StdImgDraw2 = WIDGET_DRAW(LIWindow, XSIZE = img_DrawSize, YSIZE
=
img_DrawSize, $
XOFFSET = img_XOff, YOFFSET = img_YOff, FRAME = 3,
COLORS = 256)
img_XOff = FIX(img_XOff + img_DrawSize + img_XOffGap)
StdImgDraw3 = WIDGET_DRAW(LIWindow, XSIZE = img_DrawSize, YSIZE
=
img_DrawSize, $
XOFFSET = img_XOff, YOFFSET = img_YOff, FRAME = 3,
COLORS = 256)
,*****
; Drawing buttons of range 1
img_XOff = FIX(img_XOffGap)
bt_YOff = img_YOffGap + img_DrawSize + 10
btSize = 60
btStdImgLoad = WIDGET_BUTTON(LIWindow, $
XOFFSET = img_XOff, YOFFSET = bt_YOff, XSIZE = btSize, $
VALUE = 'Load...', $
UVALUE = 'LoadStdImage')
,*****
; Drawing buttons of range 2
bt_YOff = MW_YSize - img_YOffGap - img_DrawSize - 30
btObjImgLoad = WIDGET_BUTTON(LIWindow, $
XOFFSET = img_XOff, YOFFSET = bt_YOff, XSIZE = btSize, $
VALUE = 'Load...', $
UVALUE = 'LoadObjImage')

```

```
WIDGET_CONTROL, LIWindow, /REALIZE  
XMANAGER, 'WindowLoadImage', LIWindow  
end
```
