
Subject: Motif widget color/3-d

Posted by [foster](#) on Thu, 10 Feb 1994 14:43:11 GMT

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The color of motif widgets under 3.5.1 (Sun OS OpenWindows) can be controlled with the X11 resource !Idl*background, e.g., as suggested by RSI, put this in .Xdefaults:

```
Idl*background: #7300a100ff00
```

This yields a blue too bright for me, so I started experimenting. If I use X11 color text descriptors, e.g.:

```
Idl*background: light blue
```

I get the light blue, but loose the 3-d effect of the motif widgets. When I look up the decimal rgb for light blue in rgb.txt, convert to hexadecimal and give that as background, I get the same result (light blue with "flat" widgets). Does anybody know how this works? What controls the 3-d appearance of the widgets?

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