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- >
- > Has anyone had luck using the transparency feature of color-bitmap
- > buttons?

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- > For 16- and 256-color bitmaps, IDL uses the color of the pixel in the
- > lower left corner as the transparent color. All pixels of this color
- > become transparent, allowing the button color to show through. This
- > allows you to use bitmaps that are not rectangular. If you have a
- > rectangular bitmap that you want to use as a button label, you must
- > either draw a border of a different color around the bitmap or save the
- > bitmap as 24-bit (TrueColor). If your bitmap also contains text, make
- > sure the border you draw is a different color than the text, otherwise
- > the text color will become transparent.

> Try:

```
> IDL> base=widget_base(/COLUMN)
> IDL> but=widget_button(base,VALUE=filepath('zoom.bmp',$
>     SUBDIR=['resource','bitmaps']),/BITMAP)
> IDL> widget_control, base, /realize
```

Ummm, I couldn't really tell what I was supposed to see so I attached a gif of the result (JD_button.gif). Background was gray. Button was gray. Is this a case of "appearing" to blend in?

```
{ x86 linux unix 5.4.1 Jan 16 2001    32    32}
```

Page 1 of 2 ---- Generated from [comp.lang.idl-pvwave](#) archive

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Paul van Delst A little learning is a dangerous thing;
CIMSS @ NOAA/NCEP Drink deep, or taste not the Pierian spring;
Ph: (301)763-8000 x7274 There shallow draughts intoxicate the brain,
Fax:(301)763-8545 And drinking largely sobers us again.
 Alexander Pope.

File Attachments

1) [JD_button.gif](#), downloaded 80 times
