Subject: Re: color bitmap button labels
Posted by Martin Schultz on Tue, 04 Sep 2001 15:41:34 GMT

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David Fanning <david@dfanning.com> writes:

> Ted Graves (graves@helix.mgh.harvard.edu) writes:
>
>> Does anyone know how to explicitly specify an array to be used as a
>> color bitmap button label? I know how to use CVTTOBM to convert a
>> byte array into a monochrome "bitmap byte array" (as RSI calls it)
>> that passed to WIDGET_BUTTON via the VALUE keyword. However, i can't
>> seem to find a way to extend this to a color bitmap without specifying
>> a filename in the VALUE keyword to WIDGET_BUTTON.
>>
>> The reason i ask is because i would like my code to be completely
>> self-sufficient, so that i do not have to worry about copying any
>> bitmap files when moving the code to a new platform. I've searched
>> the newsgroup and the web for an answer to this but have had no luck,
>> so i throw myself on your collective wisdom. Thanks in advance!
>
> I think you might be out of luck here. As far as
> I know, a colored bitmap MUST be read from a bitmap
> file. I usually just put my bitmap files in the same
> folder with my IDL program files. Then, when I transfer
> them to a new computer I use the extension *.* instead
> of *.pro. :-)
>
> Cheers,
>
> David
>

... but, of course, you can use David's tvread routine to produce a bitmap file
with a temporary name and use that for your button. Ugly but effective ;-)

Martin

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