Subject: Re: color bitmap button labels
Posted by David Fanning on Mon, 03 Sep 2001 04:37:51 GMT

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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

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