
Subject: color bitmap button labels

Posted by [graves](#) on Mon, 03 Sep 2001 03:22:43 GMT

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Hi all,

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!

Ted Graves
