
Subject: Re: Displaying bitmap pictures
Posted by [btupper](#) on Wed, 13 Feb 2002 00:11:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 12 Feb 2002 13:18:30 -0800, redlmg98@hotmail.com (Lisa Gandy) wrote:

> I'm sure this is an easy problem to solve, but I am still in the
> process of familiarizing myself with IDL...I made a logo which is in
> bitmap form. I would like to display it on my widget base. How
> exactly do I do this?

Hi,

You should make a draw widget whose parent is your base widget. After the base widget is realized, set the current window display to the window contained by the image and then display the image. Something like the following.

```
MyBase = Widget_Base(title = .....)  
MyDraw = Widget_Draw(MyBase, xs = .....)  
Widget_Control, MyBase, /Realize  
Widget_Control, myDraw, Get_Value = myDrawWinNumber ;<--- important  
Wset, myDrawWinNumber  
TV, myImage
```

But really, you should get Liam Gumley's book (www.gumley.com) or David Fanning's (www.dfanning.com). Each is just the kind of guide you will need. Money well spent.

Ben
