
Subject: Re: Alpha Blending inside of Widgets / Graphic Objects in Widgets
Posted by [Rick Towler](#) on Thu, 30 Jan 2003 17:54:47 GMT

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"Kay Bente" wrote

> normal widget (instead of a Widget_Draw).

Well, yes and no. Widget_Draw is a widget and it seems quite normal to me ;)

I don't really understand what you are trying to do but I'll venture a guess that you would like to place an image in your widget that appears to be part of the widget base? For example, if I select Help->About IDL in IDLDE I get a dialog with the IDL logo in the upper left corner. Upon inspection you'll notice that the logo isn't square (because of the shadow). The only way to do this would be to set the background color of your draw widget to the color of your widget base then draw your image. The image will look as if it is drawn directly in the base.

Finding the color of the widget base is the trick.

AFAIK there is no platform independent way to do this so any solution will be limited. I have done this on Windows machines using the GetSysColor function (declared in winuser.h, link to user32.lib). It works like a charm and there is no better way to distract your users from the limitations of your program than by putting up a flashy interface. :)

You better start polishing your C skills as there is no built in function for this in IDL.

You could read the compressed data using IDL. I'm sure the file format is available on the web. With the compressed data in hand, you would need to decompress it. This might not be that difficult. Find a few MP3 players and look at the .dll (or .so) libraries they ship with. Chances are you would be able to use IDL's CALL_EXTERNAL function to access the decompression algorithm (you'll just need to find the entry point). For short clips, you could decompress a section of the file and use IDL's WRITE_WAV to create an uncompressed .wav file. Since IDL doesn't do much more than ring it's bell, the easiest way to play the file would be to use SPAWN to call an appropriate program. Extra credit would be given for using Randall Frank's IDL_Tools .dln package which includes an interface for playing sound.

Now that sounds like a project.

-Rick
