Subject: Re: modify widget base colour Posted by Dick Jackson on Wed, 11 Feb 2004 20:33:07 GMT View Forum Message <> Reply to Message

- > "David Fanning" <david@dfanning.com> ha scritto nel messaggio
- > news:MPG.1a93efeca0a54d2a989687@news.frii.com...
- >> Valerio Pace writes:

>>

>>> do you know how can modify widget base background color?

>>

- >> In general, it is not possible to do this from within IDL.
- >> If you are running on a UNIX machine, however, you might
- >> try fiddling with the RESOURCE_NAME keyword and X11 resources.
- >> You might be able to get something like this to work.

>

- > Unfortunatly I'm using Windows, so the only thing I can do is to realize a
- > widget draw as final widget, with dimensions exactly like widget base group
- > leader and background color (ERASE procedure) as I want.
- > This solution is right for the widget button and widget draw realized on the
- > base, but for widget label background color is always the default one
- > (sigh!!!)

Hi.

I'm not sure *exactly* what your desired result is, but there may be a couple of options:

You have tried widget_label but it doesn't give the coloring you want. Could Widget_Text work instead? Choosing Editable=1 or Editable=0 (the default) gives different appearance, perhaps one of these will work.

In Windows, the colors that IDL uses for widgets are all controlled by your Display Properties control panel (Settings -> Control Panel -> Display, or right-click your desktop and click Properties) under the Appearance tab. A color "scheme" is a collection of all the colors used for widget parts. Perhaps you can change one of these to suit your need?

Hope this helps!

Cheers,

-Dick

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