
Subject: Re: modify widget base colour

Posted by [Dick Jackson](#) on Wed, 11 Feb 2004 20:33:07 GMT

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> "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.
>
> Unfortunately 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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