
Subject: Re: Keeping Button Pressed In?

Posted by [Richard French](#) on Fri, 26 Aug 2005 03:16:37 GMT

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>
> My approach to this problem is to write a compound widget
> (usually an object widget, but it doesn't have to be). The
> "button" is really a draw widget. I create the draw widget
> using PLOTS and POLYFILL in such a way that it actually
> *looks* like a button. And I assign a event handler *function*
> (not procedure) to the draw widget. When an event occurs
> I take it into the event handler and strip out all the
> draw widget stuff, and make the event look like a button
> event structure. I pass this back as the return value of
> the event handler function and IDL treats it as though it
> were an event bubbling up the widget hierarchy. Thus,
> anyone who *uses* the compound widget *thinks* it is a
> button, although it isn't.
>
> When the button is "pressed", I invert the colors I used
> to draw the button, and use light highlighting where before
> I used dark, etc. I really does look as if the button was
> depressed.
>
> Cheers,
>
> David

Wow, that sounds easy! :)

If you tell us the name of the color picking program that was slow on the mac, we can test it on a firebreathing G5 and see if it is any quicker than on the laptops.

Dick
