
Subject: Re: Keeping Button Pressed In?

Posted by [David Fanning](#) on Thu, 25 Aug 2005 03:07:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

hocmin@gmail.com writes:

> I'm new to IDL but have some experience in programming. I'm trying to
> recreate the MS Paint/Adobe Photoshop metaphor with my application
> through a series of image buttons. Basically, I want one button to
> stay pressed down, signifying the "mode" the application is in. Is
> this possible with widget_button's using the /bitmap keyword? I
> realize I could throw something up with radio buttons to achieve the
> same functionality, but I really think the pressed image buttons is a
> more elegant solution.
>
> If not possible, are there any workarounds? I tried using two
> different images, one to make it look like it's pressed. But the
> widget_button has too much padding between the image and the border of
> the button to make it "look" like it's pressed. I couldn't figure out
> a way around this either.

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

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
