
Subject: Re: Keeping Button Pressed In?
Posted by [JD Smith](#) on Mon, 24 Oct 2005 17:41:40 GMT
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On Mon, 24 Oct 2005 17:08:43 +0000, Dick Jackson wrote:

```
> Hi again,
>
> I've improved this routine a bit, it should be even more useful now!
>
> "Dick Jackson" <dick@d-jackson.com> wrote in message
> news:tAZ6f.274433$oW2.56864@pd7tw1no...
>> Hi Benjamin:
>>
>> "Benjamin Hornberger" <benjamin.hornberger@stonybrook.edu> wrote in
>> message news:43592bf7$1_1@marge.ic.sunysb.edu...
>>>
>>> Interesting. I find it inconsistent though that bitmap buttons behave
>>> like that, while buttons with a text value (label) turn into radio
>>> buttons in an exclusive base. What if I want a "depressed" button with a
>>> text value?
>>>
>>> Benjamin
>>
>> I've found this to work pretty well, a function that takes the text value
>> as a string and converts it to the RGB byte array for your Widget_Button.
>> I realize it's not perfect about aligning one button with no descenders
>> (e.g., 'GJPY') and another with descenders (e.g., 'gjpy'), but I don't
>> have time to make that very doable fix right now.
>
> That is now fixed, and I'd like to hear how the result looks on a Unix
> system. Comments are welcome!
```

I think you need to temporarily turn on decomposed color to get the button background color correct. The bummer of Motif is that you can't get depressed buttons in Exclusive/Non-exclusive bases, so this routine helps us little. Instead, you always get a little diamond next to the button, be it text or bitmap, to indicate selection status. I've worked around this by simulating my own exclusivity and changing the button value bitmap to look different when selected. It's not ideal. I'm not sure if this is a Motif limitation or an IDL limitation (buttons *do* depress when you click them).

JD
