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Subject: Re: Keeping Button Pressed In?  
Posted by [Dick Jackson](#) on Mon, 24 Oct 2005 04:39:53 GMT  
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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.

Hope this is of help to someone:

=====

FUNCTION BitmapForButtonText, str  
;; Return an RGB byte array (w, h, 3) suitable for use as the Value of a  
;; Widget\_Button to display the text given in parameter 'str'.

;; Example:  
; wTLB0=Widget\_Base(/Row,/Exclusive)  
; wBtn1=Widget\_Button(wTLB0,Value=BitmapForButtonText('1'))  
; wBtn2=Widget\_Button(wTLB0,Value=BitmapForButtonText('2'))  
; Widget\_Control,wTLB0,/Realize

;; Dick Jackson / D-Jackson Software Consulting / [dick@d-jackson.com](mailto:dick@d-jackson.com)

```
wTLB = Widget_Base()  
wBtn = Widget_Button(wTLB)  
font = Widget_Info(wBtn, /FontName)  
sysColors = Widget_Info(wBtn, /System_Colors)  
xs = 200 ; Maximum width of button text  
ys = 40  
x0 = 3  
y0 = 6  
border = 3  
Window, XSize=xs, YSize=ys, /Pixmap, /Free
```

```

Erase, Color=Total(sysColors.Face_3D * [1, 256, 65536L])
blankRGB = TVRD(True=3)
Device, Set_Font=font
XYOutS, x0, y0, str, /Device, Font=0, $
    Color=Total(sysColors.Button_Text * [1, 256, 65536L])
textRGB = TVRD(True=3)
WDelete, !D.Window
text2D = Total(textRGB NE blankRGB, 3)
whereX = Where(Total(text2D, 2) NE 0, nWhereX)
whereY = Where(Total(text2D, 1) NE 0, nWhereY)

IF nWhereX * nWhereY EQ 0 THEN result = blankRGB[0, 0, *] $
ELSE result = textRGB[(whereX[0]-border): $
    (whereX[nWhereX-1]+border) < (xs-1), $
    (whereY[0]-border): $
    (whereY[nWhereY-1]+border), *]

IF !Order EQ 1 THEN result = Reverse(result, 2)

Return, result

END
=====
```

--  
Cheers,  
--  
-Dick

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