

---

Subject: Re: Keeping Button Pressed In?

Posted by [JD Smith](#) on Tue, 25 Oct 2005 00:05:54 GMT

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

---

On Mon, 24 Oct 2005 10:41:40 -0700, JD Smith wrote:

> 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).

I've looked a bit deeper, noticing that iTools on Unix does indeed have depressed bitmap buttons, and found that the magic keyword

required under Unix (and not Windows) is /TOOLBAR (added with v5.6). This will dispense with the radio button, and space the buttons close together, indicating selection status by "depressing" them. Interesting disparity between Windows/Motif, but I guess the Motif version is a bit more consistent.

JD

---