Subject: Re: Add bitmaps to 'widget_base'
Posted by David Fanning on Tue, 25 Mar 2008 12:42:18 GMT
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steverajiv writes:

> Can any one explain me how to add bitmap images (4 or 5 pics) to
> 'widget_base'.
> (e.g user created bmp images representing 'lineplot', 'plot-surface'
> etc..like 'macros tool bar' in IDL ide but without using
> 'widget_button')
> Can I also add bitmap images or symbols to button widgets of type
> exclusive and/or non_exclusive?

I think you are a little confused about how things are
working here. All bitmap images or symbols *must* be added
to Widget_Buttons. Those buttons are then added to
Base_Widgets that can be either exclusive or non-exclusive,
as you wish.

Bitmaps on buttons are not exactly "BMP images", rather
they are images that are configured in a particular way.
You can use CVTTOBM can be used to convert an array to
a bitmap, or you can use the extensive list in the IDL
resources directory.

Another way to proceed would be to use actual images
on small draw widgets, that have been written as
compound widgets that return button events. You have
to manage your own "exclusivity" in this case, but
it is not hard, especially if you have written your
compound widget as a widget "object".

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")