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Subject: Re: Problems with bitmapped button widget

Posted by [Spon](#) on Mon, 14 Apr 2008 21:18:31 GMT

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On Apr 14, 8:29 pm, Bob Crawford <Snowma...@gmail.com> wrote:

> On Apr 11, 10:38 am, Spon <christoph.b...@gmail.com> wrote:

>

>

>

>> On Apr 11, 3:26 pm, Spon <christoph.b...@gmail.com> wrote:

>

>>> On Apr 11, 12:56 pm, rhyme2ri2 <rhyme2...@gmail.com> wrote:

>

>>>> Hello all,

>

>>>> A very simple thing i'm trying to do but somehow i'm stuck with it....

>>>> I want a bitmapped button. For this i'm using following :

>

>>>> cmddownloadall = Widget\_Button(pradar, UNAME='cmddownloadall' \$

>>>> ,XOFFSET=800 ,YOFFSET=100 ,SCR\_XSIZE=30 ,SCR\_YSIZE=24 \$

>>>> ,/ALIGN\_CENTER,TOOLTIP='Download All files' \$

>>>> ,VALUE='downloadall.bmp' ,sensitive=0,frame=1,/BITMAP)

>

>>>> Well this is it and i'm not able to get the image button. Issues like

>>>> checking the availability of file or trying to provide the full path

>>>> name of image file are already addressed by me :)

>>>> Image is a 24-bit bitmap.

>

>>>> What it shows is just a blank button with the frame or sometimes just

>>>> the text written in value..(strange but true)

>

>>>> Can any one point out where m i wrong??

>

>>>> Thanks & Regards

>>>> -Ritu

>

>>> Using IDL v6.4 on Windows XP Pro, I can duplicate your problem. It

>>> goes away when I set sensitivity = 1

>>> I guess it might be a bug.

>>> Can anyone else verify this?

>

>>> Regards,

>>> Chris

>

>> Looking at it again, it may even be a Feature. I can merrily show and

>> hide the bitmap at will if I stick in a second button that switches

>> the sensitivity of the bitmap button on and off.- Hide quoted text -

>

>> - Show quoted text -

>

> On my system at least 'c:\windows\coffee bean.bmp' is an 8-bit  
> bitmap.

>

> Using a 24-bit version has a slightly different effect, rather than  
> hiding the whole image the color appears to be turned on/off.

Hi Bob,

Yes, I should've picked a 24-bit file, I guess.

I've tried that now, and yes, with a 24-bit file you can always tell  
the bitmaps's there even when the button isn't active. It may be grey,  
but it's not invisible, like with 8-bit ones.

According to the helpfile, the bottom left hand pixel's value gets  
designated the 'background' value in 24-bit pixels, and becomes see-  
through. I'm not sure how this affects how it's displayed in its  
'greyed-out' state, maybe it just averages across the r,g,b colour  
values for every point or something.

>

> BTW Using your example code the image is visible when the button is  
> labelled "On". Isn't that sensitivity = 1?

Yes. The whole point of my example code was to show that I can toggle  
bitmap visibility by toggling button sensitivity. :-)  
It's what convinced me that the effect was a feature, not a bug.

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