
Subject: Re: Problems with bitmapped button widget
Posted by [rhyme2ri2](#) on Sat, 12 Apr 2008 20:39:39 GMT
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On Apr 11, 8:01 pm, Spon <christoph.b...@gmail.com> wrote:

> On Apr 11, 3:43 pm, David Fanning <n...@dfanning.com> wrote:

>

>

>

>

>

>> Spon writes:

>>> 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?

>

>> I can't duplicate it. Do you have an example program?

>

>> Cheers,

>

>> David

>> --

>> David Fanning, Ph.D.

>> Fanning Software Consulting, Inc.

>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

>

> Sure thing, here it is:

>

> -----

> pro testbuttonwidget_event, event

> print, 'button press detected.'

> end

>

> pro testbuttonwidget_switch, event

> widget_control, event.top, get_uvalue = uval

> uval.state = (uval.state + 1) MOD 2

> widget_control, uval.butn, sensitive = uval.state

> if uval.state eq 0 then switchvalue = 'Off' \$

> else switchvalue = 'On'

> widget_control, uval.turn, set_value = switchvalue

> widget_control, event.top, set_uvalue = uval

> end

>

> pro testbuttonwidget_quit, event

> widget_control, event.top, /destroy

> end

```

>
> pro testbuttonwidget, debug = debug
>
> file = 'c:\windows\coffee bean.bmp'
>
> check = query_bmp(file, debug)
> if check ne 1 then message, 'Not a bitmap.'
>
> base = widget_base(/col)
> butn = widget_button(base, xoffset = 80, $
>   yoffset = 80, scr_xsize = 64, scr_ysize = $
>   64, /align_center, tooltip = 'Download all files', $
>   value = file, sensitive = 0, frame = 1, /bitmap)
> turn = widget_button(base, value = 'Off', $
>   event_pro = 'testbuttonwidget_switch')
> exit = widget_button(base, value = 'Quit', $
>   event_pro = 'testbuttonwidget_quit')
> widget_control, base, /realize
> uval = {butn:butn, turn:turn, state:0}
> widget_control, base, set_uvalue = uval
> xmanager, 'testbuttonwidget', base, /no_block
>
> return
> end
>
> ----- Hide quoted text -
>
> - Show quoted text -

```

Well i've IDL 6.3....

and ya i tries with sensitivity 1 too... but even it is not happening

It gives the error that 'Can't load bitmap file: filename' this is it....

But the file is there for sure

I even tries using FilePath bt invain...

no more solutions

_Thanks & Regards

-Ritu