
Subject: Re: Problems with bitmapped button widget

Posted by [Spon](#) on Fri, 11 Apr 2008 15:01:36 GMT

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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
```
