
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
```
