
Subject: Re: Problems with bitmapped button widget

Posted by [Spon](#) on Tue, 22 Apr 2008 13:28:45 GMT

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On Apr 22, 11:43 am, rhyme2ri2 <rhyme2...@gmail.com> wrote:

> On Apr 15, 2:18 am, Spon <christoph.b...@gmail.com> wrote:

>

>

>

>> 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

>

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>>>> 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.
>
> Yup.....After a lot of struggle with the issue, finally i'm
> successful in getting the image on button. But the solution is of
> great surprise to me :|
>
> What i found was the base widget in which i was trying to put the
> image button had SCROLL on.
> When i unset the scroll then i'm able to see the bitmapped image
> button. Yup this seems to be a wierd solution to the problem.
>
> I Would like to know the crux behind this functionality. How can the
> scroll position of base widget affect the display of bitmap in button
> widget???????????? ( or is this a bug.....?)
>
> I've IDL 6.3
>
> Regards

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> -Ritu

You can get around this by creating a child base to the base with /
SCROLL on, and making this child the parent of your button widget.
Although I'm guessing it'll make it even more tricky to get the
overall widget geometry to behave >:-)

Yup, looks like a bug to me. Or at least a restriction that should be
mentioned in the documentation, given that the work-around isn't
that complicated.

Well done on spotting it, sounds like a headache and a half to pick
apart...

Cheers,
Chris
