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Subject: Re: Problems with bitmapped button widget  
Posted by [rhyme2ri2](#) on Tue, 22 Apr 2008 10:43:16 GMT  
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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

>

>>> 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  
-Ritu

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