
Subject: BMP on widget_buttons

Posted by [natha](#) on Fri, 16 Oct 2009 19:26:23 GMT

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Hi guys,

Widget_buttons only accept bmp images so if I want a button with a jpg image (for example) I've to convert it to BMP. I try to do that and my final BMP has the following definition:

```
image=read_bmp('import.bmp', r, g, b)
```

```
help, image, r, g, b
```

```
IMAGE      BYTE      = Array[16, 16]
```

```
R          BYTE      = Array[256]
```

```
G          BYTE      = Array[256]
```

```
B          BYTE      = Array[256]
```

```
test=QUERY_BMP('import.bmp', info)
```

```
help, info, /str
```

```
** Structure <da333dc>, 7 tags, length=40, data length=36, refs=1:
```

```
CHANNELS    LONG      1
```

```
DIMENSIONS  LONG      Array[2]
```

```
HAS_PALETTE INT       1
```

```
NUM_IMAGES  LONG      1
```

```
IMAGE_INDEX LONG      0
```

```
PIXEL_TYPE  INT       1
```

```
TYPE        STRING    'BMP'
```

All of that seems ok but when I try to create the button I've an error:

```
% WIDGET_BUTTON: Can't open bitmap file: import.bmp
```

I don't know why this errors happen. When I try to open original BMP files that has the same definition, the button can be created so I'm very confused.

Does somebody help me?

Regards,
natha
