
Subject: Re: BMP on widget_buttons

Posted by [David Fanning](#) on Mon, 19 Oct 2009 14:59:34 GMT

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nata writes:

> Normally, I use paths like: button_file = './resources/
> mybuttonfile.bmp'
> And always works fine.

Well, on your machine and machines like it, I guess. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
