
Subject: Re: color buttons

Posted by [davidf](#) on Sun, 26 Jan 1997 08:00:00 GMT

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Ding Wu <dwu@larry.cc.emory.edu> writes:

- > Anyone knows how to make color buttons in IDL like other languages.
- > Off course we can use widget_draw to make 'color buttons', but that's not
- > what I want. (because draws looks ugly, also several pixel away from
- > alignment with other buttons).

Well, I guess one person's "ugly" is another person's pride and joy.

If anyone is interested in an ugly draw widget button, I have an example of one on my anonymous ftp site. It is basically a compound widget in which a "button" is drawn in a draw widget. It behaves like a button, changing colors when it is "pushed", returning true button event structures, etc.

It is located at <ftp.frii.com> in the directory:

`/pub/dfanning/outgoing/idl_examples/color_button.pro`

Compile it and exersize it by typing "test":

```
IDL> .compile color_button
IDL> test
```

As Ding Wu points out, it is not the *perfect* solution, but it has worked for me in a pinch.

And as Mark Rivers points out, a better solution for color buttons if you are running on a UNIX system is to use X resources.

David

David Fanning, Ph.D.
Fanning Software Consulting
2642 Bradbury Court, Fort Collins, CO 80521
Phone: 970-221-0438 Fax: 970-221-4762
E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com>
