
Subject: Re: Buttons in Widgets

Posted by [Michael Galloy](#) on Mon, 25 Jun 2012 16:41:06 GMT

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On 6/25/12 3:54 AM, Helder wrote:

> Hi,

> I'm don't like that much how the buttons of IDL widgets look (Widget_button) even when using the /bitmap argument. I am exploring the solution of using a draw_widget, making it of the same color as the background(*) and then filling it is with my own drawing. The difference between the two methods is that the borders of the buttons will appear different: for a button widget these are defined by the IDL and for a draw widget one can have "no" borders or define how these look like. Another advantage is that one can have the effect of having an something like an icon floating on a background.

> Has anybody tried doing such things? So far it seems to do the job for me, but I haven't played too much with it yet.

> (*) Is there a way to find out what color the base widget has and/or to define it?

>

> Cheers,

> Helder

>

You can't change the colors, but you can query with:

```
IDL> tlb = widget_base()
```

```
IDL> colors = widget_info(tlb, /system_colors)
```

```
IDL> help, colors
```

```
** Structure WIDGET_SYSTEM_COLORS, 25 tags, length=150, data length=150:
```

```
  DARK_SHADOW_3D  INT      Array[3]
```

```
  FACE_3D         INT      Array[3]
```

```
  LIGHT_EDGE_3D   INT      Array[3]
```

```
  LIGHT_3D        INT      Array[3]
```

```
  SHADOW_3D       INT      Array[3]
```

```
  ACTIVE_BORDER   INT      Array[3]
```

```
  ACTIVE_CAPTION  INT      Array[3]
```

```
  APP_WORKSPACE   INT      Array[3]
```

```
  DESKTOP         INT      Array[3]
```

```
  BUTTON_TEXT     INT      Array[3]
```

```
  CAPTION_TEXT    INT      Array[3]
```

```
  GRAY_TEXT       INT      Array[3]
```

```
  HIGHLIGHT       INT      Array[3]
```

```
  HIGHLIGHT_TEXT  INT      Array[3]
```

```
  INACTIVE_BORDER INT      Array[3]
```

```
  INACTIVE_CAPTION
```

```
      INT      Array[3]
```

```
  INACTIVE_CAPTION_TEXT
```

```
      INT      Array[3]
```

```
  TOOLTIP_BK      INT      Array[3]
```

```
  TOOLTIP_TEXT    INT      Array[3]
```

MENU	INT	Array[3]
MENU_TEXT	INT	Array[3]
SCROLLBAR	INT	Array[3]
WINDOW_BK	INT	Array[3]
WINDOW_FRAME	INT	Array[3]
WINDOW_TEXT	INT	Array[3]

Mike

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Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

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