
Subject: Re: Buttons in Widgets

Posted by [David Fanning](#) on Mon, 25 Jun 2012 14:21:06 GMT

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alx writes:

- > Regarding "pushed" appearance, it seems to me only a matter of
- > exchanging some predefined bitmaps at each push, like by doing:
- > WIDGET_CONTROL, your_button, SET_VALUE=pushed ? OnBitmap :
- > OffBitmap, /BITMAP
- > keeping you able to use any further widget_button facility you like.

I was talking about draw widgets that act as button widgets. Bitmaps were WAY too unreliable when I was making my own buttons. Perhaps they are better now. But, changing widget visual properties on the fly has never been one of IDL's great strengths. Although, I will say this, it usually works on Windows machines. :-)

Cheers,

David

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

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