
Subject: Re: Buttons in Widgets

Posted by [lecacheux.alain](#) on Mon, 25 Jun 2012 14:14:10 GMT

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On 25 juin, 14:36, David Fanning <n...@idlcoyote.com> wrote:

> Helder writes:

>> 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?

>

> Of course. :-)

>

> To be "real" for users (i.e., they get the idea they have
> "pushed" something) you need to have two states for your
> button: a "normal" look and a "pushed" look. Depending
> on how you draw your button, this sometimes is just a
> matter of reversing some or all of your colors (you need
> about 6-10 to make a decent looking button). You definitely
> want to build this as a compound object-widget, because
> there is going to be a lot of things your button will
> want to remember.

>

> In the end, I think you will find that it is probably
> just a whole lot easier and more efficient to change
> your attitude about WIDGET_BUTTON and use it. :-)

>

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

>

> Use the System_Colors keyword to Widget_Info to get
> this information. I carried this information around in
> cgColor for years, but no one I knew (including me
> after I gave up on making my own buttons) ever
> used it, so I removed it. It requires a window
> connection to obtain these colors, so don't distribute
> your application widely, unless you wish additional
> headaches. :-)

>

> Cheers,

>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
>

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.
alain.
