
Subject: Re: Buttons in Widgets

Posted by [David Fanning](#) on Mon, 25 Jun 2012 12:36:18 GMT

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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

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

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