On Monday, June 25, 2012 1:17:47 PM UTC+2, alx wrote:
> On 25 juin, 11:54, Helder <hel...@marchetto.de> 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 might be aware that IDL 8.2 has enhancement for Widget_Button
> (color bitmap and shape). I have not used so far, but you should have
> a look.
> alain.

Hi Alain,
on the IDL Help I only found that "Widgets on Microsoft Windows oplatforms have a more modern appearance, using rounded edges for bitmap buttons."
Buttons do appear different in 8.2, but I don't yet have the freedom (look) I wished for.
Thanks, Helder