
Subject: Re: create widget_label on the frame line
Posted by [Michael Galloy](#) on Thu, 03 Aug 2017 23:28:31 GMT
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On 8/3/17 5:27 PM, Michael Galloy wrote:

> On 8/3/17 4:28 PM, superchromix wrote:

>> On Thursday, August 3, 2017 at 5:57:10 PM UTC+2, mrO_o wrote:

>>> Hello

>>>

>>> Inside the envi New widget is used.

>>> like this:

>>> <http://imgur.com/a/P84Kp>

>>>

>>> And I want to know how to create it?

>>>

>>> thanks and best regards

>>

>> wow those do look like interesting widgets... Devs? Further info?

>>

>

> The details of this would look different depending on the platform and

> there are some ugly hacks here, but the basic premise can be done.

>

> Result on Mac OS (probably the ugliest):

>

> http://michaelgalloy.com/wp-content/uploads/2017/08/mg_widget_label_demo.png

>

>

> Code:

>

> pro mg_widget_label_demo

> compile_opt strictarr

>

> tlb = widget_base(/column, xpad=5, ypad=5)

>

> base = widget_base(tlb)

>

> label = widget_label(base, value='Conversion Parameters', xoffset=5,

> yoffset=0)

>

> framed_base = widget_base(base, /column, frame=1, xoffset=0, yoffset=8)

> content = widget_base(framed_base, xsize=300, ysize=300)

>

>

> base = widget_base(tlb, /row, /base_align_center)

>

> icon1 = widget_draw(base, xsize=20, ysize=20)

> slider = widget_slider(base, xsize=150, /suppress_value)

```
> icon2 = widget_draw(base, xsize=20, ysize=20)
> text = widget_text(base, xsize=4, ysize=1, value='38')
>
> widget_control, tlb, /realize
> end
```

And, of course, fill in those draw widgets with the icons of your choice.

Mike

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Michael Galloy

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