
Subject: Re: create widget_label on the frame line
Posted by dashtabadi.m.r on Fri, 04 Aug 2017 09:09:30 GMT
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On Friday, August 4, 2017 at 3:55:00 AM UTC+4:30, Mike Galloy wrote:
> 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
> --
> Michael Galloy
> www.michaelgalloy.com
> Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
```

thanks a lot Michael Galloy.
I really appreciate your help.
