Subject: Re: Transparency in Bitmap buttons Posted by david[2] on Wed, 15 Aug 2001 17:07:12 GMT

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JD Smith writes:

- > Try:
- >
- > IDL> base=widget base(/COLUMN)
- > IDL> but=widget button(base, VALUE=filepath('zoom.bmp',\$
- > SUBDIR=['resource','bitmaps']),/BITMAP)
- > IDL> widget control, base, /realize

>

> Does the button blend into the background tranparently?

Yes, nice tan background. Windows NT 4.0, IDL 5.4.

David

--

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Transparency in Bitmap buttons Posted by Paul van Delst on Wed, 15 Aug 2001 19:00:49 GMT

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JD Smith wrote:

>

- > Has anyone had luck using the transparency feature of color-bitmap
- > buttons?

_

> The manual quotes:

>

- > Transparent Bitmaps

>

- > For 16- and 256-color bitmaps, IDL uses the color of the pixel in the
- > lower left corner as the transparent color. All pixels of this color
- > become transparent, allowing the button color to show through. This
- > allows you to use bitmaps that are not rectangular. If you have a
- > rectangular bitmap that you want to use as a button label, you must
- > either draw a border of a different color around the bitmap or save the
- > bitmap as 24-bit (TrueColor). If your bitmap also contains text, make

- > sure the border you draw is a different color than the text, otherwise > the text color will become transparent. > <<<<<< But I'm unable to see this behavior. > Try: > > IDL> base=widget base(/COLUMN) > IDL> but=widget button(base, VALUE=filepath('zoom.bmp',\$ SUBDIR=['resource','bitmaps']),/BITMAP) > IDL> widget control, base, /realize >
- > Does the button blend into the background transparently? On my system
- > (x86 linux unix 5.4), it does not, despite this claim. Note that if you
- > have a matching gray background it may appear to blend in (though
- > without real transparency). Please note your system and version if
- > responding.

Ummm, I couldn't really tell what I was supposed to see so I attached a gif of the result (JD button.gif). Background was gray. Button was gray. Is this a case of "appearing" to blend in?

```
IDL> print, !version
{ x86 linux unix 5.4.1 Jan 16 2001
                                    32
                                           32}
paulv
```

Paul van Delst A little learning is a dangerous thing; CIMSS @ NOAA/NCEP Drink deep, or taste not the Pierian spring; Ph: (301)763-8000 x7274 There shallow draughts intoxicate the brain, Fax:(301)763-8545 And drinking largely sobers us again. Alexander Pope.

File Attachments

1) JD_button.gif, downloaded 77 times

Subject: Re: Transparency in Bitmap buttons Posted by John-David T. Smith on Wed, 15 Aug 2001 20:00:28 GMT View Forum Message <> Reply to Message

```
Paul van Delst wrote:
```

> JD Smith wrote:

>> Has anyone had luck using the transparency feature of color-bitmap

```
>> buttons?
>>
>> The manual quotes:
>>>> >>>>>>>>>>>
>> Transparent Bitmaps
>>
>> For 16- and 256-color bitmaps, IDL uses the color of the pixel in the
>> lower left corner as the transparent color. All pixels of this color
>> become transparent, allowing the button color to show through. This
>> allows you to use bitmaps that are not rectangular. If you have a
>> rectangular bitmap that you want to use as a button label, you must
>> either draw a border of a different color around the bitmap or save the
>> bitmap as 24-bit (TrueColor). If your bitmap also contains text, make
>> sure the border you draw is a different color than the text, otherwise
>> the text color will become transparent.
>> <<<<<<<
>>
>> But I'm unable to see this behavior.
>>
>> Try:
>>
>> IDL> base=widget_base(/COLUMN)
   IDL> but=widget_button(base, VALUE=filepath('zoom.bmp',$
       SUBDIR=['resource','bitmaps']),/BITMAP)
>> IDL> widget_control, base, /realize
>>
>> Does the button blend into the background transparently? On my system
>> (x86 linux unix 5.4), it does not, despite this claim. Note that if you
>> have a matching gray background it may appear to blend in (though
>> without real transparency). Please note your system and version if
>> responding.
>
> Ummm, I couldn't really tell what I was supposed to see so I attached a gif of the result
> (JD_button.gif). Background was gray. Button was gray. Is this a case of "appearing" to
> blend in?
Quite likely. That's the look I'm after, though. You can change your
widget background color and give it another try by throwing something
like:
Idl*background:
                    pink
into your .Xdefaults (don't forget xrdb -merge .Xdefaults). How lovely.
JD
```