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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Phone: 970-221-0438 E-Mail: davidf@dfanning.com
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 tranparently? 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 126 times

Subject: Re: Transparency in Bitmap buttons
Posted by John-David T. Smith on Wed, 15 Aug 2001 20:00:28 GMT
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Paul van Delst wrote:
>
> JD Smith wrote:
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>>
>>>> >>>>>>>>>>>>>>
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>> 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