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Subject: Re: color bitmap button labels

Posted by [David Fanning](#) on Mon, 03 Sep 2001 04:37:51 GMT

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Ted Graves (graves@helix.mgh.harvard.edu) writes:

> Does anyone know how to explicitly specify an array to be used as a  
> color bitmap button label? I know how to use CVTTOBM to convert a  
> byte array into a monochrome "bitmap byte array" (as RSI calls it)  
> that passed to WIDGET\_BUTTON via the VALUE keyword. However, i can't  
> seem to find a way to extend this to a color bitmap without specifying  
> a filename in the VALUE keyword to WIDGET\_BUTTON.  
>  
> The reason i ask is because i would like my code to be completely  
> self-sufficient, so that i do not have to worry about copying any  
> bitmap files when moving the code to a new platform. I've searched  
> the newsgroup and the web for an answer to this but have had no luck,  
> so i throw myself on your collective wisdom. Thanks in advance!

I think you might be out of luck here. As far as  
I know, a colored bitmap MUST be read from a bitmap  
file. I usually just put my bitmap files in the same  
folder with my IDL program files. Then, when I transfer  
them to a new computer I use the extension \*.\* instead  
of \*.pro. :-)

Cheers,

David

--

David W. Fanning, Ph.D.

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

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

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Subject: Re: color bitmap button labels

Posted by [Martin Schultz](#) on Tue, 04 Sep 2001 15:41:34 GMT

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David Fanning <[david@dfanning.com](mailto:david@dfanning.com)> writes:

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>
> David
>

```

... but, of course, you can use David's tvread routine to produce a bitmap file with a temporary name and use that for your button. Ugly but effective ;-)

Martin

```

--
[[
[[ Dr. Martin Schultz  Max-Planck-Institut fuer Meteorologie  [[
[[           Bundesstr. 55, 20146 Hamburg           [[
[[           phone: +49 40 41173-308           [[
[[           fax:  +49 40 41173-298           [[
[[ martin.schultz@dkrz.de           [[
[[

```

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Subject: Re: color bitmap button labels  
 Posted by [egraves](#) on Thu, 06 Sep 2001 03:03:37 GMT  
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Thanks for the heads up ... i decided to get around it by creating a compound widget, involving a draw widget, that returns events as if it were a button widget. I believe i read somewhere on David's site that he had written a routine like this in the past ... good idea David!

Ted

In article <ylw3d63t13l.fsf@faxaelven.dkrz.de>,  
Martin Schultz <martin.schultz@dkrz.de> wrote:

> David Fanning <david@dfanning.com> writes:

>

>> Ted Graves (graves@helix.mgh.harvard.edu) writes:

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> Martin

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> --

> [-----]

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