
Subject: Re: splashscreen

Posted by [Rick Towler](#) on Fri, 07 Mar 2003 23:23:29 GMT

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"Thomas Gutzler" wrote in

- > what would be the easiest way to display a splashscreen (like IDL does)
- > before starting an application ?
- > It shouldn't have any menus, titles, whatever - like the window that
- > pops up using tv.

```
base = widget_base(TLB_FRAME_ATTR=31, XOFFSET=700, YOFFSET=500)
draw = widget_draw(base , XSIZE=200, YSIZE=200)
WIDGET_CONTROL, base, /REALIZE
```

-Rick

Subject: Re: splashscreen

Posted by [ronn](#) on Fri, 07 Mar 2003 23:46:31 GMT

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in article 3E6834EB.3090907@ee.uwa.edu.au, Thomas Gutzler at
tgutzler@ee.uwa.edu.au wrote on 3/7/03 12:58 AM:

- > Hi,
 - >
 - > what would be the easiest way to display a splashscreen (like IDL does)
 - > before starting an application ?
 - > It shouldn't have any menus, titles, whatever - like the window that
 - > pops up using tv.
 - >
 - > regards,
 - > Tom
 - >
- Hi Tom,

This is about as simple as you can get.

-Ronn

pro splashpanel

```
xoff = 100 ;probably should use keywords
yoff = 100
```

```
base = widget_base(tlb_frame_attr=7,xoff=xoff,yoff=yoff)
;make the draw widget the same size as your image
drawId = widget_draw(base,xsize=200,ysize=100,retain=2)
widget_control,base,/realize
image = dist(200,100) ;insert your image here
tv,image
xyouts,100,50,align=0.5,'SPLASH!!!!',/device

wait,1 ;delay in seconds or you can get fancy and use a timer
widget_control, base,/destroy
return
end
```

--

Ronn Kling

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"Application Development with IDL" 1½ programming book updated for IDL5.6!

"Calling C from IDL, Using DLM's to extend your IDL code"!

"Power Graphics with IDL, A Beginner's Guide to Object Graphics", NEW BOOK!

<http://www.rlkling.com/>
