
Subject: Bitmaps for widget buttons

Posted by [victor](#) on Tue, 05 Jul 1994 00:39:43 GMT

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I noticed that IDL widgets also can support bitmap buttons.

For example: xsurface...

Does anyone know if there is an ftp site that has a collection of this kind of buttons?

Thank you for your help,

please reply directly to:

shvetsky@sxt1.mtk.ioa.s.u-tokyo.ac.jp

because we have about 1 week lag :)

Subject: Re: Bitmaps

Posted by [davidf](#) on Mon, 14 Jul 1997 07:00:00 GMT

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J.D. Smith writes:

- > I am having difficulty getting Windows IDL to properly display a button
- > bitmap which works just fine on the unix side of things. To quote the
- > manual:
- >
- > When using a bitmap to specify button labels, be aware
- > that some toolkits prefer certain sizes and give sub-optimal
- > results with others.
- >
- > but this is hardly helpful... has anyone determined *which* sizes the
- > various platforms are fond of?

Uh, I think it's one bit more (or is it less?) than the size you are using.

I think the documentation is doing a fine job here of nudging you toward the empirical side of programming. Normally you don't experience the exquisite satisfaction of empirical programming unless you are trying to get PostScript output of a complicated graphical display under a tight deadline. Think of this as a Zen koan and you will get closer to the true nature of IDL.

Please let us know what you find out, J.D. :-)

Cheers,

David

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