hocmin@gmail.com writes:

> I'm new to IDL but have some experience in programming. I'm trying to
> recreate the MS Paint/Adobe Photoshop metaphor with my application
> through a series of image buttons. Basically, I want one button to
> stay pressed down, signifying the "mode" the application is in. Is
> this possible with widget_button's using the /bitmap keyword? I
> realize I could throw something up with radio buttons to achieve the
> same functionality, but I really think the pressed image buttons is a
> more elegant solution.
>
> If not possible, are there any workarounds? I tried using two
> different images, one to make it look like it's pressed. But the
> widget_button has too much padding between the image and the border of
> the button to make it "look" like it's pressed. I couldn't figure out
> a way around this either.

My approach to this problem is to write a compound widget
(usually an object widget, but it doesn't have to be). The
"button" is really a draw widget. I create the draw widget
using PLOTS and POLYFILL in such a way that it actually
looks like a button. And I assign a event handler *function*
(not procedure) to the draw widget. When an event occurs
I take it into the event handler and strip out all the
draw widget stuff, and make the event look like a button
event structure. I pass this back as the return value of
the event handler function and IDL treats it as though it
were an event bubbling up the widget hierarchy. Thus,
anyone who *uses* the compound widget *thinks* it is a
button, although it isn't.

When the button is "pressed", I invert the colors I used
to draw the button, and use light highlighting where before
I used dark, etc. I really does look as if the button was
depressed.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Keeping Button Pressed In?
Posted by Richard French on Fri, 26 Aug 2005 03:16:37 GMT

>
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> (usually an object widget, but it doesn't have to be). The
> "button" is really a draw widget. I create the draw widget
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> were an event bubbling up the widget hierarchy. Thus,
> anyone who *uses* the compound widget *thinks* it is a
> button, although it isn't.
>
> When the button is "pressed", I invert the colors I used
> to draw the button, and use light highlighting where before
> I used dark, etc. I really does look as if the button was
> depressed.
>
> Cheers,
>
> David

Wow, that sounds easy! :)

If you tell us the name of the color picking program that was slow on the
mac, we can test it on a firebreathing G5 and see if it is any quicker than
on the laptops.

Dick

Subject: Re: Keeping Button Pressed In?
Posted by David Fanning on Fri, 26 Aug 2005 13:28:31 GMT

Richard G. French writes:

> Wow, that sounds easy! :)

Oh, it's a very pleasant afternoon. It does
really seem like work at all. :-)

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Keeping Button Pressed In?
Posted by hocmin on Mon, 29 Aug 2005 14:28:32 GMT

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Thanks for the advice. I have it working.