
Subject: Re: Add bitmaps to 'widget_base'
Posted by [Rajiv.Paneerselvam](#) on Tue, 25 Mar 2008 12:27:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can I also add bitmap images or symbols to button widgets of type exclusive and/or non_exclusive?

Subject: Re: Add bitmaps to 'widget_base'
Posted by [David Fanning](#) on Tue, 25 Mar 2008 12:42:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

steverajiv writes:

- > Can any one explain me how to add bitmap images (4 or 5 pics) to
- > 'widget_base'.
- > (e.g user created bmp images representing 'lineplot', 'plot-surface'
- > etc..like 'macros tool bar' in IDL ide but without using
- > 'widget_button')
- > Can I also add bitmap images or symbols to button widgets of type
- > exclusive and/or non_exclusive?

I think you are a little confused about how things are working here. All bitmap images or symbols *must* be added to Widget_Buttons. Those buttons are then added to Base_Widgets that can be either exclusive or non-exclusive, as you wish.

Bitmaps on buttons are not exactly "BMP images", rather they are images that are configured in a particular way. You can use CVTTOBM can be used to convert an array to a bitmap, or you can use the extensive list in the IDL resources directory.

Another way to proceed would be to use actual images on small draw widgets, that have been written as compound widgets that return button events. You have to manage your own "exclusivity" in this case, but it is not hard, especially if you have written your compound widget as a widget "object".

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
