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Subject: Problems with bitmapped button widget  
Posted by [rhyme2ri2](#) on Fri, 11 Apr 2008 11:56:13 GMT  
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Hello all,

A very simple thing i'm trying to do but somehow i'm stuck with it....  
I want a bitmapped button. For this i'm using following :

```
cmddownloadall = Widget_Button(pradar, UNAME='cmddownloadall' $  
    ,XOFFSET=800 ,YOFFSET=100 ,SCR_XSIZE=30 ,SCR_YSIZE=24 $  
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    ,VALUE='downloadall.bmp' ,sensitive=0,frame=1,/BITMAP)
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Well this is it and i'm not able to get the image button. Issues like  
checking the availability of file or trying to provide the full path  
name of image file are already addressed by me :)  
Image is a 24-bit bitmap.

What it shows is just a blank button with the frame or sometimes just  
the text written in value..(strange but true)

Can any one point out where m i wrong??

Thanks & Regards  
-Ritu

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Subject: Re: Problems with bitmapped button widget  
Posted by [Spon](#) on Fri, 11 Apr 2008 14:26:56 GMT  
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On Apr 11, 12:56 pm, rhyme2ri2 <[rhyme2...@gmail.com](mailto:rhyme2...@gmail.com)> wrote:

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Using IDL v6.4 on Windows XP Pro, I can duplicate your problem. It goes away when I set sensitivity = 1  
I guess it might be a bug.  
Can anyone else verify this?

Regards,  
Chris

---

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Subject: Re: Problems with bitmapped button widget  
Posted by [Spon](#) on Fri, 11 Apr 2008 14:38:29 GMT  
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On Apr 11, 3:26 pm, Spon <christoph.b...@gmail.com> wrote:

> On Apr 11, 12:56 pm, rhyme2ri2 <rhyme2...@gmail.com> wrote:

>

>

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Looking at it again, it may even be a Feature. I can merrily show and hide the bitmap at will if I stick in a second button that switches the sensitivity of the bitmap button on and off.

---

---

Subject: Re: Problems with bitmapped button widget  
Posted by [David Fanning](#) on Fri, 11 Apr 2008 14:43:39 GMT  
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Spon writes:

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I can't duplicate it. Do you have an example program?

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.")

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---

Subject: Re: Problems with bitmapped button widget  
Posted by [Spon](#) on Fri, 11 Apr 2008 15:01:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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On Apr 11, 3:43 pm, David Fanning <n...@dfanning.com> wrote:

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Sure thing, here it is:

```
-----  
pro testbuttonwidget_event, event  
  print, 'button press detected.'  
end  
  
pro testbuttonwidget_switch, event  
  widget_control, event.top, get_uvalue = uval  
  uval.state = (uval.state + 1) MOD 2  
  widget_control, uval.butn, sensitive = uval.state  
  if uval.state eq 0 then switchvalue = 'Off' $  
    else switchvalue = 'On'  
  widget_control, uval.turn, set_value = switchvalue  
  widget_control, event.top, set_uvalue = uval  
end  
  
pro testbuttonwidget_quit, event  
  widget_control, event.top, /destroy  
end  
  
pro testbuttonwidget, debug = debug  
  
file = 'c:\windows\coffee bean.bmp'  
  
check = query_bmp(file, debug)  
if check ne 1 then message, 'Not a bitmap.'  
  
base = widget_base(/col)  
butn = widget_button(base, xoffset = 80, $  
  yoffset = 80, scr_xsize = 64, scr_ysize = $  
  64, /align_center, tooltip = 'Download all files', $  
  value = file, sensitive = 0, frame = 1, /bitmap)  
turn = widget_button(base, value = 'Off', $  
  event_pro = 'testbuttonwidget_switch')  
exit = widget_button(base, value = 'Quit', $
```

```
event_pro = 'testbuttonwidget_quit')
widget_control, base, /realize
uval = {butn:butn, turn:turn, state:0}
widget_control, base, set_uvalue = uval
xmanager, 'testbuttonwidget', base, /no_block
```

```
return
end
```

-----

---

Subject: Re: Problems with bitmapped button widget  
Posted by [rhyme2ri2](#) on Sat, 12 Apr 2008 20:39:39 GMT  
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On Apr 11, 8:01 pm, Spon <christoph.b...@gmail.com> wrote:

> On Apr 11, 3:43 pm, David Fanning <n...@dfanning.com> wrote:

>  
>  
>  
>  
>  
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> print, 'button press detected.'

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> widget_control, event.top, get_uvalue = uval
> uval.state = (uval.state + 1) MOD 2
> widget_control, uval.butn, sensitive = uval.state
> if uval.state eq 0 then switchvalue = 'Off' $
>   else switchvalue = 'On'
> widget_control, uval.turn, set_value = switchvalue
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>
> return
> end
>
> ----- Hide quoted text -
>
> - Show quoted text -

```

Well i'v IDL 6.3....

and ya i tries with sensitivity 1 too... but even it is not happening

It gives the error that 'Can't load bitmap file: filename' this is it....

But the file is there for sure  
I even tries using FilePath bt invain...

ne more solutions

\_Thanks & Regards  
-Ritu

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Subject: Re: Problems with bitmapped button widget  
Posted by [Spon](#) on Mon, 14 Apr 2008 08:25:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Apr 11, 12:56 pm, rhyme2ri2 <rhyme2...@gmail.com> wrote:

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- > name of image file are already addressed by me :)
- > Image is a 24-bit bitmap.
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- > What it shows is just a blank button with the frame or sometimes just
- > the text written in value..(strange but true)

Looks like you'll have to have another look at that path issue. I'd recommend turning sensitivity on until you solve your bitmap path problem, or you likely won't know you've fixed it!

At least you're getting an error message now :)

What does the structure returned by the second argument in query\_bmp() look like?

Good luck!  
Chris

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Subject: Re: Problems with bitmapped button widget  
Posted by [Bob\[3\]](#) on Mon, 14 Apr 2008 19:29:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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- On Apr 11, 10:38 am, Spon <christoph.b...@gmail.com> wrote:
- > On Apr 11, 3:26 pm, Spon <christoph.b...@gmail.com> wrote:
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On my system at least 'c:\windows\coffee bean.bmp' is an 8-bit  
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Using a 24-bit version has a slightly different effect, rather than  
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BTW Using your example code the image is visible when the button is  
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Subject: Re: Problems with bitmapped button widget  
Posted by [Spon](#) on Mon, 14 Apr 2008 21:18:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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On Apr 14, 8:29 pm, Bob Crawford <Snowma...@gmail.com> wrote:

> On Apr 11, 10:38 am, Spon <christoph.b...@gmail.com> wrote:

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>

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---

Subject: Re: Problems with bitmapped button widget  
Posted by [rhyme2ri2](#) on Tue, 22 Apr 2008 10:43:16 GMT  
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On Apr 15, 2:18 am, Spon <christoph.b...@gmail.com> wrote:  
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I Would like to know the crux behind this functionality. How can the scroll position of base widget affect the display of bitmap in button widget????????????? ( or is this a bug.....?)

I'v IDL 6.3

Regards  
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Posted by [David Fanning](#) on Tue, 22 Apr 2008 12:31:56 GMT  
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---

rhyme2ri2 writes:

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- > widget?????????????

You haven't been working with computers very long, have you? (I can tell by the number of question marks you use.)

This is all just part of the Mystery. All we can do is continue to sacrifice small animals when the moon is full.

Cheers,

David

--

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Posted by [Spon](#) on Tue, 22 Apr 2008 13:28:45 GMT

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>  
> I've IDL 6.3  
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> Regards  
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You can get around this by creating a child base to the base with /  
SCROLL on, and making this child the parent of your button widget.  
Although I'm guessing it'll make it even more tricky to get the  
overall widget geometry to behave >:-)

Yup, looks like a bug to me. Or at least a restriction that should be  
mentioned in the documentation, given that the work-around isn't  
\*that\* complicated.

Well done on spotting it, sounds like a headache and a half to pick  
apart...

Cheers,  
Chris

---

Subject: Re: Problems with bitmapped button widget  
Posted by [David Fanning](#) on Tue, 22 Apr 2008 13:33:32 GMT  
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Spon writes:

> You can get around this by creating a child base to the base with /  
> SCROLL on, and making this child the parent of your button widget.  
> Although I'm guessing it'll make it even more tricky to get the  
> overall widget geometry to behave >:-)

I've been adding XPAD=0, YPAD=0 to all of my layout  
bases recently to get them to take up less space. In  
the old days, they used to not take up any space at all.

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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