
Subject: Re: color buttons

Posted by [rivers](#) on Sat, 25 Jan 1997 08:00:00 GMT

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In article <5cbqde\$ppq@larry.cc.emory.edu>, dwu@larry.cc.emory.edu (Ding Wu) writes:

> Anyone knows how to make color buttons in IDL like other languages.
> Off course we can use widget_draw to make 'color buttons', but that's not
> what I want. (because draws looks ugly, also several pixel away from
> alignment with other buttons).

In IDL on X windows systems you can use X "resources" to control the color of IDL buttons.

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Subject: Re: color buttons

Posted by [davidf](#) on Sun, 26 Jan 1997 08:00:00 GMT

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Ding Wu <dwu@larry.cc.emory.edu> writes:

> Anyone knows how to make color buttons in IDL like other languages.
> Off course we can use widget_draw to make 'color buttons', but that's not
> what I want. (because draws looks ugly, also several pixel away from
> alignment with other buttons).

Well, I guess one person's "ugly" is another person's pride and joy.

If anyone is interested in an ugly draw widget button, I have an example of one on my anonymous ftp site. It is basically a compound widget in which a "button" is drawn in a draw widget. It behaves like a button, changing colors when it is "pushed", returning true button event structures, etc.

It is located at ftp.frii.com in the directory:

/pub/dfanning/outgoing/idl_examples/color_button.pro

Compile it and exercise it by typing "test":

```
IDL> .compile color_button
IDL> test
```

As Ding Wu points out, it is not the *perfect* solution, but it has worked for me in a pinch.

And as Mark Rivers points out, a better solution for color buttons if you are running on a UNIX system is to use X resources.

David

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