Subject: Re: Image wallpapered GUI Posted by harald on Fri, 04 Dec 1998 08:00:00 GMT

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On Thu, 3 Dec 1998 19:13:50 -0600, "T Bowers" tbowers@nrlssc.navy.mil wrote:

- > Hi all,
- >
- > I'm trying to create a simple GUI that is a form "wallpapered" with
- > a .gif image, and a few buttons running down the form (a column of
- > buttons, if you will) that are centered. Sounds easy enough. First, I
- > thought
- > I'd try cw_form(), but theres no way to assign it a background image. So I
- > thought
- > I'd be cute and create a baseWidget, then a widget_draw(baseWidget) to hold
- > my image.gif, then just center my widget_button(baseWidget)'s (or a
- > cw_bgroup())
- > on that draw widget. Well... it isn't so easy. I can't use /column with my
- > baseWidget
- > so that I can take advantage of the align_center keyword or it'll put the
- > image lined up
- > below the buttons. The only way I can get the buttons to appear on top of
- > the image
- > is to *not* specify the /column keyword for baseWidget, but then the buttons
- > appear
- > on the top/left side and there's no way to align them to center. Hardcoding
- > the offsets
- > in there is not an option. The only other way I can think of doing it is to
- > do the math
- > on the x and y sizes of my widgets so I can place my buttons in the center
- > of the draw
- > widget, but I can't do this cause I can't find a way to access the
- > dimensions of the damned
- > widgets.

>

> ... (code section snipped)

Hello Todd,

To get the proper size of the widgets you have to realize them before. Afterwards you can use the WIDGET_INFO(/GEOMETRY) function to retrieve the size of a special widget.

Try the code below (event handler not implemented):

; Simple GUI program using a GIF image as wallpaper.

```
PRO SimpleGUI
  ; use color tables on my 24-bit display
  DEVICE, DECOMPOSED=0
  ; read image
  READ_GIF, "image.gif", bkgrnd, r, g, b
  ; create widget hierarchy
  mainBase = WIDGET_BASE(MAP=0)
  ; create button base
  buttonBase = WIDGET BASE(mainBase, /COLUMN, XPAD=0, YPAD=0,
SPACE=0)
  button1 = widget button(buttonBase, value="Button1")
  button2 = widget_button(buttonBase, value="Button2")
  button3 = widget button(buttonBase, value="Button3")
  ; detect image size and create background draw widget
  info = SIZE(bkgrnd)
  xsize = info[1]
  ysize = info[2]
  draw = WIDGET_DRAW(mainBase, XSIZE=xsize, YSIZE=ysize)
  ; realize the widget hierarchy to size the widgets
  WIDGET_CONTROL, mainBase, /REALIZE
  ; now you can get the size of the button base and display it at
  ; the center of the background draw widget
  info = WIDGET INFO(buttonBase, /GEOMETRY)
  xoff = (xsize - info.SCR_XSIZE)/2
  yoff = (ysize - info.SCR_YSIZE)/2
  WIDGET_CONTROL, buttonBase, XOFFSET=xoff, YOFFSET=yoff
  ; display background image and show GUI
```

TV, bkgrnd WIDGET_CONTROL, mainBase, /MAP XMANAGER, "SimpleGUI", mainBase, /NO_BLOCK END; SimpleGUI End of code section. Regards, Harald Harald Jan Jeszenszky harald@iwf.tu-graz.ac.at Space Research Institute Austrian Academy of Sciences Subject: Re: Image wallpapered GUI Posted by T Bowers on Mon, 07 Dec 1998 08:00:00 GMT View Forum Message <> Reply to Message Harald Jeszenszky wrote in message <3667a872.67413365@news.tu-graz.ac.at>... > On Thu, 3 Dec 1998 19:13:50 -0600, "T Bowers" > <tbowers@nrlssc.navy.mil> wrote: > > ... > > Regards, > Harald >

Absolute genius.

I was close, but not quite there. Thanks Harald.