
Subject: Some more tricky questions.....

Posted by [jmkimber](#) on Wed, 20 Jan 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

Everything always goes wrong at once doesn't it. Here are some more things which I suspect can't be done.....

1. I'm trying to create a properties box and I thought it would be quite nice to have tabs, like windows properties boxes. If you look at the Windows display properties box, while I attempt to describe what I was thinking of doing then it might possibly make some sense. The best way I could think of doing this was to have a group of buttons which were by default all pressed but one was always up. Below the buttons I would map the relevant bases associated with each button or tab and with some careful placing it would look as if the buttons were tabs. I would then put tab looking bitmaps on the buttons. However I can't see any way of creating the opposite of an exclusive base, i.e. all of them are pressed except for one. Is there any way of making an exclusive button change its state from within a program.

2. Is there any way within the direct graphics system to have total control over text and be able to specify height as well as width?

3. When you specify the position of a surface plot by POSITION=[0.2,0.2,0.8,0.8,0.3,0.9], what do those numbers translate into on the actual window. If you draw lines at those points, then there seems to be little correspondence between the position of the surface and the lines.

Cheers,
Phil Aldis
