

GX Iconic Buttons

GX supports Iconic Buttons (i.e. Buttons where the text is replaced by a bitmap with a caption). An Iconic Button is specified by establishing the following special format text label:

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"~l $awwwddd$ "
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where:

l Iconic button label specifier
a Accelerator character
www Button width (in pixels)
ddd Button depth (in pixels)

Note that Iconic Buttons do not conform to the normal practice in GX where window items are sized in characters. In particular each button is not assumed to occupy a single line (as all the other window items are) and can in fact span several lines. This means care must be taken when positioning these buttons so as not to interfere with other items on the window, and if the buttons are placed at the bottom of the window some "dummy" labels must be included to allow for the increased depth of the window.

Once the buttons have been configured on the window the icons to be used are setup using the BTICN\$ call. Note that an icon file (i.e. .ico, .icn) and **not** a bitmap file (i.e. .bmp) must be specified for the buttons. This requirement is because icon files have a special invisible colour which allows them to blend into any Windows background colour.

You may optionally also use J, K and L instead of I as above to indicate an iconic button. They differ from the I iconic button as follows:

Letter identifier	Right-justified	Line Height allocated by GX for the iconic button
I	No	Pixel button size
J	Yes	Pixel button size
K	No	Field height
L	Yes	Field height

GX calculates a line height for each line on the window which can vary according to the type of item on that line. For example, a scrolled line will take less space than a non-scrolled because of the lack of borders around scrolled fields and there's no need to allocate a gap between lines in the scrolled area.

Iconic buttons potentially present a problem because they will typically be much taller than a non-scrolled field. In most circumstances this will be fine because they are usually arranged on a single line at the bottom of the window so the fact that line is taller than others won't be noticed. However, it is possible (but unlikely) for iconic buttons to be placed on the same line as a field or label. If that line's height was sized to the button's height then the fields/labels would be displayed mid-way on that line which could look a bit odd. Using the ~K and ~L options force GX to treat the iconic button as a normal button when calculating the line height so the fields/labels coded on the same line as the button will be shown at the same Y-coordinate as the top of the button. For a large iconic button it could allow multiple lines of fields/labels to be displayed next to a single button but that relies on the relative size of the button and field/label font heights.

Version Requirements

GX V2.8g