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' BaCon Image Buttons

PRAGMA OPTIONS -I/usr/include/iup
PRAGMA LDFLAGS iup
PRAGMA INCLUDE iup.h

PROTO IupOpen IupSetAttribute IupSetAttributes IupSetHandle IupSetFunction IupSetCallback IupAppend
IupShowXY IupMainLoop IupClose

DECLARE *dlg, *btn_image, *btn_exit, *btn_big, *btn_on_off, *img_release, *img_press, *img_inactive,
*text TYPE Ihandle

' Defines released button's image
DECLARE pixmap_release[] = { \
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, \
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,3,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,4,4,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,4,4,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2, \
2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2 \
} TYPE static unsigned char

' Defines pressed button's image
DECLARE pixmap_press[] = { \
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, \
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,3,3,3,3,2,2, \
1,1,3,3,3,3,4,4,4,4,3,3,3,2,2, \
1,1,3,3,3,3,4,4,4,4,3,3,3,2,2, \
1,1,3,3,3,3,4,4,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2, \
2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2 \
} TYPE static unsigned char

' Defines inactive button's image
DECLARE pixmap_inactive[] = { \
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, \
1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,3,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,4,4,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,4,4,3,3,3,2,2, \
1,1,3,3,3,3,3,4,4,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,inc,3,2,2, \
1,1,3,3,3,3,3,3,3,3,3,3,3,2,2, \
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  1,1,3,3,3,3,3,3,3,3,3,3,3,3,2,2, \
  1,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2, \
  2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2 \
} TYPE static unsigned char

FUNCTION btn_on_off_cb(Ihandle *self)
  btn_image = IupGetHandle("btn_image")
  but_state$ = IupGetAttribute(btn_image, "ACTIVE")
  IF but_state$ = "YES" THEN
    IupSetAttribute(btn_image, "ACTIVE","NO")
  ELSE
    IupSetAttribute(btn_image, "ACTIVE", "YES")
  END IF
  RETURN IUP_DEFAULT
END FUNCTION

FUNCTION btn_image_button_cb(Ihandle *self, NUMBER b , NUMBER e)
  IF b = IUP_BUTTON1 THEN
    text = IupGetHandle("text")
    IF e = 1 THEN
      IupSetAttribute(text, "VALUE", "Red button pressed")
    ELSE
      IupSetAttribute( text, "VALUE", "Red button released" )
    END IF
  END IF
  RETURN IUP_DEFAULT
END FUNCTION

FUNCTION btn_big_button_cb(Ihandle *self, NUMBER button, NUMBER press)
  PRINT "BUTTON_CB(button=", CHR$(button), ", press=", press
  RETURN IUP_DEFAULT
END FUNCTION

FUNCTION btn_exit_cb(Ihandle *self)
  RETURN IUP_CLOSE
END FUNCTION

'  Main

IupOpen(NULL,NULL)

text = IupText(NULL)
  IupSetAttribute(text,"SIZE","100x")
  IupSetAttribute(text, "READONLY", "YES")
  IupSetHandle ("text", text)
img_release = IupImage(16, 16, pixmap_release)
  IupSetAttribute(img_release, "1", "215 215 215")
  IupSetAttribute(img_release, "2", "40 40 40")
  IupSetAttribute(img_release, "3", "30 50 210")
  IupSetAttribute(img_release, "4", "240 0 0")
  IupSetHandle("img_release", img_release)
img_press = IupImage( 16, 16, pixmap_press)
  IupSetAttribute( img_press, "1", "40 40 40" )
  IupSetAttribute( img_press, "2", "215 215 215" )
  IupSetAttribute( img_press, "3", "0 20 180" )
  IupSetAttribute( img_press, "4", "210 0 0" )
  IupSetHandle ("img_press", img_press)
img_inactive = IupImage(16, 16, pixmap_inactive)
  IupSetAttribute(img_inactive, "1", "215 215 215")
  IupSetAttribute(img_inactive, "2", "40 40 40")
  IupSetAttribute(img_inactive, "3", "100 100 100")
  IupSetAttribute(img_inactive, "4", "200 200 200")
  IupSetHandle ("img_inactive", img_inactive)
btn_image = IupButton("Button with image", "btn_image")
  IupSetAttribute(btn_image, "IMAGE", "img_release")
  IupSetAttribute(btn_image, "IMPRESS", "img_press")
  IupSetAttribute(btn_image, "IMINACTIVE", "img_inactive")
  IupSetAttribute(btn_image, "BUTTON_CB", "btn_image_button")
  IupSetHandle( "btn_image", btn_image )
btn_big = IupButton("Stock Gtk Image",NULL)
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  IupSetAttribute(btn_big, "SIZE", "EIGHTHxEIGHTH")
  IupSetAttribute(btn_big, "IMAGE", "gtk-open")
  btn_exit = IupButton("Exit", "btn_exit")
  btn_on_off = IupButton( "on/off", "btn_on_off_cb")
dlg = IupDialog(IupVbox(IupHbox(btn_image,btn_on_off,btn_exit,NULL),text,btn_big,NULL))
  IupSetAttributes(dlg, "EXPAND=YES, TITLE=\"BaCon Image Button\", RESIZE=YES")
  IupSetAttributes(dlg, "MENUBOX=NO, MAXBOX=NO, MINBOX=NO")

IupSetCallback(btn_exit, "ACTION", (Icallback)btn_exit_cb)
IupSetCallback(btn_on_off, "ACTION", (Icallback)btn_on_off_cb)
IupSetCallback(btn_image, "BUTTON_CB", (Icallback)btn_image_button_cb)
IupSetAttribute(btn_big, "BUTTON_CB", "bigtest");
IupSetFunction("bigtest", (Icallback)btn_big_button_cb);
IupSetCallback(btn_big, "BUTTON_CB", (Icallback)btn_big_button_cb);

IupShowXY(dlg, IUP_CENTER, IUP_CENTER)
IupMainLoop()
IupClose()
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