
Subject: Re: problems with XInterAnimate
Posted by [Martin Schultz](#) on Fri, 30 Jan 1998 08:00:00 GMT
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David Fanning wrote:

```
>
> Martin Schultz (mgs@io.harvard.edu) writes:
>
>> this time I am on the questioning side again: When I run the
>> attached program on our IBM 39H with AIX 4.1, I receive the error
>> message
>>
>> % X windows protocol error: BadDrawable (invalid Pixmap or Window
>> parameter).
>>
[...]
```

```
>
> In my experience, this kind of thing has to do with problems with
> the animation loop. For example, here you set up the animation
> array and suggest that you have 11 frames.
>
>> ; set up animation
>> XInterAnimate,set=[900,850,11],/cycle,/track, $
>> title='Trajectory cloud chasing'
>
> But here you only fill up 10 of the frames.
>
>> ; loop through satellite images and plot composite image
>> ; use only 1 daily visible image for now
>>
>> for i=0,9 do begin
>>   sday = string(jday-(i+1)/2,format='(i3.3)')
>
> I think the 11th frame is pointing to an invalid pixmap. :-)
```

```
>
> Cheers,
>
> David
>
```

Thanks David !! It works ! (although I am sure I had the correct number of frames in a previous try. So, I guess, I must have messed something up while developing the program - all these unexpected stops; perhaps XInterAnimate kept on reserving memory but never got a chance to release it. Who knows. If you'd like to take a look at the result [I managed to impress some colleagues with the capabilities of IDL], you can download an mpeg movie from our anonymous ftp site:
ftp io.harvard.edu

```
cd pub/exchange/mgs
bin
get lpnox1101.mpeg
quit
;-)
```

Martin.

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