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Subject: Re: problems with XInterAnimate  
Posted by [davidf](#) on Wed, 28 Jan 1998 08:00:00 GMT  
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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).  
>  
> right at the very end, i.e. all the pixmaps have been created and  
> loaded into XInterAnimate, and the animator window already appears  
> on the screen. However, no image is displayed, and IDL does not  
> react to any keystroke or mouseclick any more (except Ctrl-Z after  
> which I have to kill it).  
>  
> If anyone has experience with this error message, please let me know.

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

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