
Subject: Re: bug in idl5.03

Posted by [David Foster](#) on Mon, 06 Apr 1998 07:00:00 GMT

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R. Bauer wrote:

```
>
> Hi
>
> I found a new bug in idl5.03 especially for aix
>
> IDL> help,!version,/str
> ** Structure !VERSION, 5 tags, length=40:
> ARCH      STRING  'ibmr2'
> OS        STRING  'AIX'
> OS_FAMILY  STRING  'unix'
> RELEASE    STRING  '5.0.3'
> BUILD_DATE STRING  'Nov 3 1997'
>
> The error occurs by creating of a defined window size
>
> window,xsize=32,ysize=32
> size=tvrd()
> % X windows protocol error: BadMatch (invalid parameter attributes).
> help,size
> size      BYTE    = Array[92, 32]
>
```

I get this same error only if I iconify the window first. You can avoid this error (at least in our configuration) by using the DEVICE, COPY=[] function to read from a window into a pixmap first, and then calling TVRD() to read from the pixmap. I have written SAFE_TVIRD.PRO which does just this. Obviously it will be a bit slower than TVRD, but it works! This is actually a very old bug!

```
IDL> help, !version, /struct
** Structure !VERSION, 5 tags, length=40:
ARCH      STRING  'sparc'
OS        STRING  'sunos'
OS_FAMILY  STRING  'unix'
RELEASE    STRING  '5.0.3'
BUILD_DATE STRING  'Nov 3 1997'
```

Below is SAFE_TVIRD.PRO. Watch for wrapping!

Dave

```
----- SAFE_TVIRD.PRO -----
; SAFE_TVIRD.PRO 6-11-97 DSFoster
```

```

;
; This function is a safer version of IDL's TVRD() function. First,
; there was a bug related to the reading from a scrollable draw. Also,
; the TVRD() function uses an X routine that has problems if the
; window is obscured or iconified. This routine uses the DEVICE, COPY=
; command to first copy the window contents to a new window pixmap,
; and then reads from this pixmap into the array.
;
; Usage: Array = SAFE_TVIRD( Draw_widget )
;
; Modifications
;
; 6-11-97 DSF Check validity of draw widget.

```

```

FUNCTION safe_tvrd, draw_widget, xsize, ysize

on_error, 2

if (widget_info(draw_widget, /valid_id) eq 0) then begin
    return, -1
endif else if (widget_info(draw_widget, /name) ne 'DRAW') then begin
    return, -1
endif else begin
    old_window = !d.window
    window, xsize=xsize, ysize=ysize, /free, /pixmap    ; Create
new window

    widget_control, draw_widget, get_value=window
    device, copy=[0,0, xsize,ysize, 0,0, window]    ; Copy into
new window

    image = tvrd()    ; Read into
array
    wdelete, !d.window
    if (old_window ne -1) then wset, old_window
    return, image
endelse

END

```

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