
Subject: Slicer3 followup

Posted by [Bob Yantosca](#) on Fri, 15 Jan 1999 08:00:00 GMT

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I am running IDL 5.1 on the SGI-Origin platform, and have noticed a couple of things about the library routine "slicer3.pro"

(1) slicer3.pro contains the following call to XMANAGER with the /MODAL keyword:

```
XMANAGER, 'Slicer3', wMainBase, EVENT_HANDLER='Viz3D_Event', $  
/MODAL, CLEANUP='Viz3D_KillMain'
```

However, in IDL 5.1, the /MODAL keyword in XMANAGER has been superseded by a call to /MODAL in WIDGET_BASE. Am not sure what side effects this will cause, but at some point perhaps RSI should tidy this up.

(2) In a local copy of slicer3.pro, I tried to draw a world map on the bottom of the cube. I inserted a MAP_SET command into procedure pro Viz3D_DrawCub (at approx. line 1580 of the slicer3.pro source file). The command was

```
Map_Set, 0, 0, 0, /Grid, /Cont, /T3d, /NoErase
```

However, this yielded the following error:

```
% XMANAGER: Caught unexpected error from client application. Message  
follows...
```

```
% Expression must be a structure in this context: SMAINSTATE.
```

```
% Execution halted at: VIZ3D_SLICEEVENT 3504 slicer3.pro
```

```
% XMANAGER_EVLOOP_FAKE_MODAL 559
```

```
/usr/local/lib/rsi/idl_5.1/lib/xmanager.pro
```

```
% XMANAGER 697
```

```
/usr/local/lib/rsi/idl_5.1/lib/xmanager.pro
```

```
% SLICER3 6315 slicer3.pro
```

```
% CTM_DRAW_CUBE 80 ctm_draw_cube.pro
```

```
% CTM_PLOT 911 ctm_plot.pro
```

```
% GAMAP 392 gamap.pro
```

```
% $MAIN$
```

Any suggestions? Does anyone know if this could be a side effect of the obsolete /MODAL keyword to XMANAGER?

Thanx,

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