Subject: Re: TVRD'ing under windows Posted by David Foster on Tue, 11 May 1999 07:00:00 GMT View Forum Message <> Reply to Message

## Phil Aldis wrote:

- > I'm having trouble tvrd'ing under windows, when I'm running 16 bit
- > mode, and using decomposed colour. If I display an image, and then
- > tvrd it back in and the tv that image, I get a garbled mess. The only
- > way I can get a representation of what is on the screen is to set it
- > into 24 bit mode, image=tvrd (true=1) and then tv, image, true=1.

- > I'm not really sure what's going on. Is this anything to do with what
- > David was saying a while bake, that when you're using decomposed
- > colous, it runs stuff through the table or something.

>

- > Cheers.
- > Phil

Hi Phil -

I ran into this problem years ago under X-Windows (Sun OS and Solaris), and at that time it was a bug, in that even with backing store provided by IDL TVRD() could produce unexpected results if the window was obscured or iconified, especially if the draw widget was scrollable.

I got around the problem by using DEVICE, COPY=[] to copy the window contents to a pixmap, and then TVRD() from that pixmap. Works guite well, at least under SunOS/Solaris.

I've attached my SAFE\_TVRD.PRO and SAFE\_TVRD.DOC files.

## Dave

David S. Foster Univ. of California, San Diego Programmer/Analyst Brain Image Analysis Laboratory foster@bial1.ucsd.edu Department of Psychiatry (619) 622-5892 8950 Via La Jolla Drive, Suite 2240 La Jolla, CA 92037

SAFE\_TVRD.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.
 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
                                                 ; Create new window
window, xsize=xsize, ysize=ysize, /free, /pixmap
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
SAFE_TVRD
This function replaces IDL's TVRD() function for reading the
contents of a window into an array. The TVRD() function returns
unexpected results if the window is scrollable or is obscured
onscreen. This function uses IDL's DEVICE, COPY=[] function
to more safely read the window contents.
Calling Sequence
 Array = SAFE_TVRD(Draw_widget, Xsize, Ysize)
```

Arguments

Draw widget

The widget id of the draw widget which you will be reading into the array. Note that this is NOT the window id!

Xsize, Ysize

The dimensions of the window in the draw widget.

## Outputs

Array

Returns the image read from the draw widget. Returns -1 if the Draw\_widget is not a valid draw widget ID.

## File Attachments

- 1) safe\_tvrd.pro, downloaded 81 times
- 2) safe\_tvrd.doc, downloaded 96 times