
Subject: Pixel format error

Posted by [mallors](#) on Thu, 05 Aug 1999 07:00:00 GMT

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Hi all,

When testing a somewhat large program I wrote under Linux on Win98, IDL generated an error I've not seen before, and I was hoping someone might have come across it.

The program contains many objects, pointers, and widgets. The main display widget is coded as an object, and one of the first things the code does is instantiate this object and create the widget. The first line in the PRO that builds the widget is this:

```
screen = GET_SCREEN_SIZE()
```

Under Win98, this crashes with the following error:

```
% Internal error. Unable to determine pixel format.  
% Expression must be a structure in this context: <No name>.  
% Execution halted at: GET_SCREEN_SIZE 65  
C:\RSI\IDL52\lib\get_screen_size.pro
```

This line (65) in the file is

```
WIDGET_CONTROL, wBase, /REALIZE
```

wBase is a valid widget ID at this point.

I can't remember where I heard about GET_SCREEN_SIZE(), but I seem to remember that it was preferred over DEVICE, GET_SCREEN_SIZE = screen. However, now I see that GET_SCREEN_SIZE() does not appear in the IDL help. When I changed my code to use DEVICE, ... it works fine.

By the way, if I start IDL fresh, and type "screen = GET_SCREEN_SIZE()", the function call succeeds. If I then run my program, it crashes. Apparently something I do before the call is invoking the error, but it is a large program and I can't spare the time to track the error right now.

Has anyone ever seen this? Should we prefer DEVICE over the library function?

Regards,

-bob mallozzi

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