
Subject: Dual head displays

Posted by [Ian Dean](#) on Mon, 09 Apr 2001 14:19:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

We have been successfully using two X-window displays (on separate terminals each with its own IP address) on a DEC??? Alpha running OpenVMS 7.1 and using IDL 5.4. The way this is achieved is as follows:

```
$ Set display/create/node=ABC/transport=tcpip Display_1
```

The above VMS command is used to define a second display on "Display_1"

```
PRO Head_2
```

```
  Base_1 = WIDGET_BASE(XSIZE = 100, YSIZE = 200) ; Base on default screen
```

```
  Base_2 = WIDGET_BASE(DISPLAY = 'Display_1', $  
    XSIZE = 100, YSIZE = 200) ; Base on second screen
```

```
  Text_1 = WIDGET_TEXT(Base_1, VALUE = 'Rubbish')
```

```
  Text_2 = WIDGET_TEXT(Base_2, VALUE = 'More Rubbish')
```

```
  WIDGET_CONTROL, Base_1, /REALIZE
```

```
  WIDGET_CONTROL, Base_2, /REALIZE
```

```
END
```

This has been working successfully for some years, but up until now, only text has been displayed on the second terminal and graphics+text on the first terminal.

However, we now have a requirement to display graphics on the second screen. In order to achieve this, the following line was added before line 7 above:

```
  Draw_2 = WIDGET_DRAW(Base_2, XSIZE = 50, YSIZE = 50)
```

This causes the following error to be reported:

```
%WIDGET_DRAW: Non-default Display not supported for old graphics.
```

What exactly does this mean?

Is OLD graphics direct graphics?

How can I achieve the desired draw widget on the second terminal?

The above is obviously a cut-down version of the problem. The actual software exhibits even more strange effects:

1) When the package is run using the run command, IDL crashes with an access violation - not very helpful.

2) When stepping through the software, IDL appears to pass the point where the crash happens.

3) AT the point when trying to create the draw widget, IDL does not report any errors, but the X windows system does as follows.

%X windows protocol error: BadDrawable (invalid Pixmap or Window parameter)

There must be someone out there who has achieved the effect we are looking for. I have e-mailed RSI, but am not holding my breath for a quick (or even useful) reply.

Regards,
Ian
