
Subject: Computer freezes when IDL 5.5 tries to display an image larger than the given window

Posted by [sandeep.dalal](#) on Wed, 27 Mar 2002 17:13:43 GMT

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I have a problem with IDL 5.5 on my computer. I was wondering if someone reading this newsgroup who has IDL 5.5 on a Windows NT dual-processor PC can try to reproduce this problem.

I have also emailed a report to RSI to find out if this is a known bug or perhaps it has something to do with my specific hardware configuration.

My configuration is as follows:

Hardware: Dual Processor workstation (866 MHz PIII), Nvidia

Quadro2-Pro graphics card

OS: Windows NT Workstation 4.0 with Service Pack 6

The problem is as follows:

My display is true-color and I start IDL with decomposed mode on as shown below. I read an image file which is a true-color image. Then I display it and using tv, img, /true and it displays just fine.

If I now create a window which is smaller in the Y dimension than the image I want to display in it, then the moment I run the tv, img, /true command, IDL as well as the whole computer freezes with no response to either the keyboard or the mouse. The only solution is to use the hardware reset button on the computer since I cannot bring up the taskmanager anymore.

IDL> help,/dev

Available Graphics Devices: CGM HP METAFILE NULL PCL PRINTER PS WIN Z

Current graphics device: WIN

Screen Resolution: 1280x1024

Simultaneously displayable colors: 16777216

Number of allowed color values: 16777216

System colors reserved by Windows: 0

IDL Color Table Entries: 256

NOTE: this is a TrueColor device

Using Decomposed color

Graphics Function: 3 (copy)

Current Font: Iutrs10, Current TrueType Font: <default>

Default Backing Store: Pixmap.

Window Status: (ID: Type(x, y, backing store))

0: Window (720, 576, Pixmap)

```
IDL> img = read_image('test.jpg')
% Compiled module: READ_IMAGE.
% Compiled module: QUERY_IMAGE.
% Loaded DLM: JPEG.
IDL> help,img
IMG      BYTE      = Array[3, 733, 487]
IDL> tv,img,/true      ; this one displays just fine
because window 0 is 720x576
IDL> window,1,xs=720,ys=487
IDL> tv,img,/true      ; now window's Y size is equal to
image's Y size and it displays fine
IDL> window,1,xs=720,ys=486
IDL> tv,img,/true      ; computer freezes at this point
```

Note that the window's X size is 720 and the image's X size is 733 so apparently the X size of the window may be smaller for the image to be displayed. But that is not true of the Y size.

I tried to reproduce this problem on a Windows 2000 computer which also runs IDL 5.5 but that is a single-processor system and it did not freeze even when the window sizes were smaller than the image size I was trying to display. Maybe the problem is specific to multi-processors only.

Thanks

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** My opinions do not necessarily reflect those of my employer **
