
Subject: Throwing objects to Virtual Machine in Unix
Posted by [Nuno Oliveira](#) on Wed, 14 Jan 2004 14:07:50 GMT
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Hi.

Maybe you can give some help here.

I'm starting to work with objects. And already have a problem. and I don't where is my mistake.

This is a simple program where I do a matrix with a circle on the centre. And I want to view it as an object using IDLgrImage, so I build the hierarchy for that and the widgets needed. The event is only for managing the resize of the window.

Here is the problem: If I run it in Unix with IDLde opened everything is okay. It is okay also if I try to run on VM in windows. But if I try to run it on Unix with VM is gives me an error:

% Restored file: IDLVMMMAIN.

% X windows protocol error: BadMatch (invalid parameter attributes).

Xlib: sequence lost (0x10221 > 0x22e) in reply type 0x13!

Someone has the idea of what's wrong? It is something specifically for VM on Unix? How can I fix it?

The complete code of the program I'm trying to run is on the end.

Cheers,

Nuno.

```
PRO testExit, ev
WIDGET_CONTROL, ev.top, /DESTROY
END
```

```
PRO test_event, ev
WIDGET_CONTROL, ev.top, GET_UVALUE=info
```

```
eventType = TAG_NAMES(ev, /STRUCT)
CASE eventType OF
```

```
    'WIDGET_BASE': WIDGET_CONTROL, info.draw, DRAW_XSIZE=ev.x,
DRAW_YSIZE=ev.y
```

```
    ELSE:
```

```
ENDCASE
```

```
info.mywindow->draw, info.myview
END
```

```
PRO test, IMAGE=image
DEVICE, DECOMPOSED=0
IF NOT KEYWORD_SET(image) THEN BEGIN
```

```
    circ=INTARR(100,100)
    c_x=50
    c_y=50
    radius=25
    FOR i=0, 99 DO $
        FOR j=0, 99 DO $
            IF (((i-c_x)^2+(j-c_y)^2) LT radius^2) THEN circ(i,j)=200
        image=circ
```

```
ENDIF
```

```
base=WIDGET_BASE(MBAR=Menus, /COLUMN, /TLB_SIZE_EVENTS, TITLE='Resize the
window')
```

```
xdraw=N_ELEMENTS(image(*,0))
ydraw=N_ELEMENTS(image(0,*))

draw=WIDGET_DRAW(base, XSIZE=xdraw, YSIZE=ydraw, /BUTTON ,RETAIN=2,
GRAPHICS_LEVEL=2)
Options=WIDGET_BUTTON(Menus, VALUE='Options')
done= WIDGET_BUTTON(Options, VALUE='Close', EVENT_PRO='testExit')
```

```
WIDGET_CONTROL, base, /REALIZE
WIDGET_CONTROL, draw, GET_VALUE=mywindow
```

```
myview= OBJ_NEW('IDLgrView', VIEW=[0,0,100,100])
mymodel= OBJ_NEW('IDLgrModel')
myImage= OBJ_NEW('IDLgrImage', image, INTERLEAVE=0)
```

```
mymodel->add, myimage
myview->add, mymodel
mywindow->draw, myview
```

```
info= { draw: draw, xdraw: xdraw, ydraw: ydraw, $
mywindow: mywindow, myview: myview }
```

```
WIDGET_CONTROL, base, SET_UVALUE=info
XMANAGER, 'test', base
END
```
