
Subject: Re: X11 macOSX woes

Posted by [MKatz843](#) on Thu, 27 May 2004 18:59:13 GMT

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Might you be trying to plot or draw into this window after it has been closed? You didn't say what kind of an X11 window it is. I imagine with window with your IDL session is open, or else how could you read the error message?

It's a pain, but you could put an explicit line in the code to check if the window is valid before drawing to it. For direct-graphics windows, I made the function below, `window_valid()`. For object graphics, you could test the `IDLgrWindow` object. For widget programs, there are two things you can do. First, test if the widget ID is still valid with `widget_info(ID, /VALID_ID)`; also add a cleanup routine so that if a widget is closed, it knows to clear the event queue, free pointers, and destroy objects properly. If you throw these tricks in, at least you can help identify the problem by telling the program to alert you when one of the tests fails.

M. Katz

```
; IDL function: window_valid.pro
;
; This function checks to make sure the given window number is valid,
; and returns 1=valid or 0=not valid.
;
function window_valid, num, window_state=window_state
    device, window_state=window_state
    n = n_elements(window_state)
    return, (num GE 0) and (num LT n) and window_state(0 > num < (n-1))
end
```
