
Subject: Re: Here's a stupid question...

Posted by [Peter Mason](#) on Mon, 21 Oct 1996 07:00:00 GMT

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On 17 Oct 1996, Gideon Z Romm wrote:

> Hi. I had posted once before about a problem with saving and restoring
> pixmaps for cw_animate and there was a request for some code. I kept
> getting error messages such as "Window 32 out of range or no more
> windows" Well, I don't specify the window id in my code. Mainly,
> because I am still unsure as to how cw_animate deals with all that stuff
> (setting up the window, etc.) So, I leave that up to cw_animate. I
> simply use the
>
> cw_animate_getp, animate, pixmap_vect
>
> command to save the pixmaps to a pixmap vector called pixmap_vect. Then,
> I give the option of saving that vector, which calls on
>
> SAVE, <filename>, pixmap_vect, (and some other variables that are
> associated with the movie)
>
> then, I give a separate option to retrieve using
>
> RESTORE, <filename>
> ...
> animate=CW_ANIMATE(base, ###, ###), number_of_frames, /TRACK, \$
> PIXMAPS=pixmap_vect)
>
> CW_ANIMATE_GETP, animate, pixmap_vect
> ...
> ...
> ...
>
> now, should I be specifying window id or something somewhere? How can I
> alleviate this problem? And can I assume that loading pixmaps is much
> faster than say if I loaded the movie into one big array and saved the
> array (which I have already tried and works but it takes about 4 minutes
> to load).

The problem here, I think, is that you can't save the contents of a window (pixmap or other). I mean, you can't save a window without first TVRD()'ing it or such.

CW_ANIMATE() works by first setting up a bunch of pixmap windows, one per frame. (Apart from being invisible, pixmap windows work just like regular windows, if you take my meaning.) It animates by copying the

pixmap windows, one at a time, to the visible window using the DEVICE procedure. This is very fast once the pixmap windows have been set up.

Now when you "save" the pixmaps with CW_ANIMATE_GETP, all you really get is a vector of IDs for the pixmap windows, not the windows themselves. You also prevent these windows from being deleted once CW_ANIMATE() exits. But they will be deleted anyway once you terminate the current IDL session. So I think that the idea is that you can use the "saved" vector to redo the animation later on, BUT ONLY IN THE SAME IDL SESSION. If you save this vector to file, all you're saving is a bunch of IDs. Even if you SAVE,/ALL, IDL won't save the pixmap windows as such. When you RESORE in a later IDL session, all you'll have is a bunch of invalid IDs. I think that your solution (saving one big array) might be the only sort of thing which will work.

Peter Mason
