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Subject: New Twist on %BadMatch (invalid parameter attributes) error in IDL module for ENVI

Posted by [Brian Daniel](#) on Tue, 22 May 2012 14:12:23 GMT

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Hi all,

I'm running ENVI+IDL 4.8 on Lion with a set of IDL code located in ENVI's save\_add directory. My IDL code uses the CG routines for displays and status windows that are outside of ENVI's domain. While my progress bar windows are updating, the BadMatch errors are being thrown in the IDL window. After several hundred of these errors, the entire workbench/ENVI crashes in a glorious fashion. I've followed David's article:

[http://www.idlcoyote.com/misc\\_tips/badmatch.php](http://www.idlcoyote.com/misc_tips/badmatch.php),

and included 'Device, Retain=2; in my IDL startup file (didn't work) and included it in the IDL code calling the progress bar, which also did not work.

I checked the ENVI Preferences dialog and made sure Display Defaults->Display Retain Value was equal to 2.

Below are the versions of the relevant software libraries.

Mac OS X 10.7.4

XQuartz 2.6.4 (xorg-server 1.10.6)

ENVI+IDL 4.8 (built on IDL 8.0)

Any suggestions?

-B

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