
Subject: Re: Pixel format error

Posted by [gabriel rodriguez ibe](#) on Fri, 06 Aug 1999 07:00:00 GMT

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I have gotten a similar error with Windows NT (% Internal error.
Unable to determine pixel format, % Expression must be a structure in
this context: <No name>.) if I changed the screen resolution WHILE
working with IDL. Restarting IDL would solve it.

Robert S. Mallozzi escribi     :

> Hi all,
>
> When testing a somewhat large program I wrote under
> Linux on Win98, IDL generated an error I've
> not seen before, and I was hoping someone might have
> come across it.
>
> The program contains many objects, pointers, and widgets.
> The main display widget is coded as an object, and one of the
> first things the code does is instantiate this object and
> create the widget. The first line in the PRO that
> builds the widget is this:
>
> screen = GET_SCREEN_SIZE()
>
> Under Win98, this crashes with the following error:
>
> % Internal error. Unable to determine pixel format.
> % Expression must be a structure in this context: <No name>.
> % Execution halted at: GET_SCREEN_SIZE 65
> C:\RS\IDL52\lib\get_screen_size.pro
>
> This line (65) in the file is
>
> WIDGET_CONTROL, wBase, /REALIZE
>
> wBase is a valid widget ID at this point.
>
> I can't remember where I heard about GET_SCREEN_SIZE(), but
> I seem to remember that it was preferred over
> DEVICE, GET_SCREEN_SIZE = screen. However, now I see that
> GET_SCREEN_SIZE() does not appear in the IDL help. When
> I changed my code to use DEVICE, ... it works fine.
>
> By the way, if I start IDL fresh, and type
> "screen = GET_SCREEN_SIZE()", the function call succeeds. If
> I then run my program, it crashes. Apparently something I do

