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Subject: sec : U Re: Dual head displays

Posted by [Andrew Cool](#) on Wed, 11 Apr 2001 00:54:55 GMT

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As a quick thought, what about Set Display/Screen = n, where n is 0 for the main screen and 1 for the next, etc.

We've always been able to run "old" Direct graphics on up to 4 screens quite happily. Except on the odd occassion when RSI cocked up and removed that functionality in a new version...

Andrew Cool

Ian Dean wrote:

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>
> Hi,
> We have been successfully using two X-window displays (on separate
> terminals each with its own IP address) on a DEC??? Alpha running
> OpenVMS 7.1 and using IDL 5.4. The way this is achieved is as follows:
>
> $ Set display/create/node=ABC/transport=tcpip Display_1
>
> The above VMS command is used to define a second display on "Display_1"
>
> PRO Head_2
>   Base_1 = WIDGET_BASE(XSIZE = 100, YSIZE = 200) ; Base on default
> screen
>   Base_2 = WIDGET_BASE(DISPLAY = 'Display_1', $
>     XSIZE = 100, YSIZE = 200)           ; Base on second
> screen
>   Text_1 = WIDGET_TEXT(Base_1, VALUE = 'Rubbish')
>   Text_2 = WIDGET_TEXT(Base_2, VALUE = 'More Rubbish')
>   WIDGET_CONTROL, Base_1, /REALIZE
>   WIDGET_CONTROL, Base_2, /REALIZE
> END
>
> This has been working successfully for some years, but up until now,
> only text has been displayed on the second terminal and graphics+text on
> the first terminal.
> However, we now have a requirement to display graphics on the second
> screen. In order to achieve this, the following line was added before
> line 7 above:
>
>   Draw_2 = WIDGET_DRAW(Base_2, XSIZE = 50, YSIZE = 50)
>
> This causes the following error to be reported:
>
```

> %WIDGET\_DRAW: Non-default Display not supported for old graphics.  
>  
> What exactly does this mean?  
> Is OLD graphics direct graphics?  
> How can I achieve the desired draw widget on the second terminal?  
>  
> The above is obviously a cut-down version of the problem. The actual  
> software exhibits even more strange effects:  
>  
> 1) When the package is run using the run command, IDL crashes with an  
> access violation - not very helpful.  
>  
> 2) When stepping through the software, IDL appears to pass the point  
> where the crash happens.  
>  
> 3) AT the point when trying to create the draw widget, IDL does not  
> report any errors, but the X windows system does as follows.  
>  
> %X windows protocol error: BadDrawable (invalid Pixmap or Window  
> parameter)  
>  
> There must be someone out there who has achieved the effect we are  
> looking for. I have e-mailed RSI, but am not holding my breath for a  
> quick (or even useful) reply.  
>  
> Regards,  
> Ian

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Andrew

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