Subject: Throwing objects to Virtual Machine in Unix Posted by Nuno Oliveira on Wed, 14 Jan 2004 14:07:50 GMT View Forum Message <> Reply to Message
Hi.
Maybe you can give some help here.
I'm starting to work with objects. And already have a problem. and I don't where is my mistake.
This is a simple program where I do a matrix with a circle on the centre. And I want to view it as an object using IDLgrImage, so I build the hierarchy for that and the widgets needed. The event is only for managing the resize of the window.
Here is the problem: If I run it in Unix with IDLde opened everything is okay. It is okay also if I try to run on VM in windows. But if I try to run it on Unix with VM is gives me an error:
% Restored file: IDLVMMAIN.
% X windows protocol error: BadMatch (invalid parameter attributes).
Xlib: sequence lost (0x10221 > 0x22e) in reply type 0x13!
Someone has the idea of what's wrong? It is something specifically for VM on Unix? How can I fix it?
The complete code of the program I'm trying to run is on the end.
Cheers,
Nuno.

```
WIDGET_CONTROL, ev.top, /DESTROY
END
PRO test event, ev
WIDGET_CONTROL, ev.top, GET_UVALUE=info
eventType = TAG_NAMES(ev, /STRUCT)
CASE eventType OF
  'WIDGET_BASE': WIDGET_CONTROL, info.draw, DRAW_XSIZE=ev.x,
DRAW_YSIZE=ev.y
  ELSE:
ENDCASE
info.mywindow->draw, info.myview
END
PRO test, IMAGE=image
DEVICE, DECOMPOSED=0
IF NOT KEYWORD_SET(image) THEN BEGIN
  circ=INTARR(100,100)
  c_x=50
  c v = 50
  radius=25
  FOR i=0, 99 DO $
    FOR j=0, 99 DO $
       IF (((i-c_x)^2+(j-c_y)^2) LT radius^2) THEN circ(i,j)=200
  image=circ
ENDIF
```

base=WIDGET_BASE(MBAR=Menus, /COLUMN, /TLB_SIZE_EVENTS, TITLE='Resize the window')

PRO testExit, ev

xdraw=N ELEMENTS(image(*,0)) ydraw=N_ELEMENTS(image(0,*)) draw=WIDGET_DRAW(base, XSIZE=xdraw, YSIZE=ydraw, /BUTTON, RETAIN=2, GRAPHICS_LEVEL=2) Options=WIDGET BUTTON(Menus, VALUE='Options') done= WIDGET_BUTTON(Options, VALUE='Close', EVENT_PRO='testExit') WIDGET CONTROL, base, /REALIZE WIDGET_CONTROL, draw, GET_VALUE=mywindow myview= OBJ NEW('IDLgrView', VIEW=[0.0,100,100]) mymodel= OBJ NEW('IDLgrModel') mylmage= OBJ NEW('IDLgrImage', image, INTERLEAVE=0) mymodel->add, myimage myview->add, mymodel mywindow->draw, myview info= { draw: draw, xdraw: xdraw, ydraw: ydraw, \$ mywindow: mywindow, myview: myview } WIDGET_CONTROL, base, SET_UVALUE=info XMANAGER, 'test', base **END**

Subject: Re: Throwing objects to Virtual Machine in Unix Posted by profxtjb on Thu, 15 Jan 2004 02:41:12 GMT

View Forum Message <> Reply to Message

"Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message news:
bu3ifa\$1tdd\$1@pegasus.fccn.pt>...

- > This is a simple program where I do a matrix with a circle on the centre.
- > And I want to view it as an object using IDLgrImage, so I build the
- > hierarchy for that and the widgets needed. The event is only for managing
- > the resize of the window.

Here is the problem: If I run it in Unix with IDLde opened everything is
 okay. It is okay also if I try to run on VM in windows. But if I try to run
 it on Unix with VM is gives me an error:

Nuno, the RSI have not fixed this problem yet. If you look at the postings from Dec. 18 and 25 you will see that they have a few tricks to get object graphics to work in the virtual machine, but nothing robust.

==Thomas Brueckner==

Subject: Re: Throwing objects to Virtual Machine in Unix Posted by Nuno Oliveira on Thu, 15 Jan 2004 11:28:35 GMT View Forum Message <> Reply to Message

Thanks. I saw your post and already tried that trick you suggest. Indeed it works calling idlde -vm=file instead of idl -vm=file

Initially I didn't try that solution because you say in there that it worked only once.

I don't if you can say one more thing or if you suggest me to also write to RSI. It is supposed RSI to fix the problem and get a solution for those who have IDL 6.0 or we are talking of fixing it to version 7.0?

Thanks again,

Nuno.

"Thomas Brueckner" rofxtjb@earthlink.net> wrote in message news:52e94d00.0401141841.845c19b@posting.google.com...

> "Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message news:<bu3ifa\$1tdd\$1@pegasus.fccn.pt>...

>

>> This is a simple program where I do a matrix with a circle on the

centre.

- >> And I want to view it as an object using IDLgrImage, so I build the
- >> hierarchy for that and the widgets needed. The event is only for managing
- >> the resize of the window.

>

- >> Here is the problem: If I run it in Unix with IDLde opened everything is
- >> okay. It is okay also if I try to run on VM in windows. But if I try to run
- >> it on Unix with VM is gives me an error:

>

- > Nuno, the RSI have not fixed this problem yet. If you look at the postings
- > from Dec. 18 and 25 you will see that they have a few tricks to get object
- > graphics to work in the virtual machine, but nothing robust.

>

> ==Thomas Brueckner==

Subject: Re: Throwing objects to Virtual Machine in Unix Posted by profxtjb on Thu, 15 Jan 2004 15:08:24 GMT

View Forum Message <> Reply to Message

- "Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message news:
bu5tgj\$2ima\$1@pegasus.fccn.pt>...
- > Thanks. I saw your post and already tried that trick you suggest. Indeed it
- > works calling idlde -vm=file instead of idl -vm=file
- > I don't if you can say one more thing or if you suggest me to also write to
- > RSI.

Nuno,

You could write to RSI. The things I posted to c.l.idl-pvwave were from RSI. Their support staff emailed me that info, so I posted it to the list for others to see. I am not currently trying to work in the VM with object graphics, and I have not tried most the solutions they proposed.

To my mind, the usefulness of the VM is that it enables someone to view and use my IDL procedure even if he does not have a license for IDL. To use idlde, one needs a license, so

idlde -vm='file.sav'

is not really a solution to the VM problem on unix platforms, in my opinion.

Remember, though: direct graphics work fine in the virtual machine.

==Thomas Brueckner==

Subject: Re: Throwing objects to Virtual Machine in Unix Posted by Nuno Oliveira on Thu, 15 Jan 2004 16:59:38 GMT View Forum Message <> Reply to Message

I suppose that for using 'idlde -vm=file' you need the full installation but you don't need the license. But it's not the solution, I agree, but would RSI do something about it?

All my work now has been in direct graphics, I was only trying to work with object graphics looking for advantages but, at this time the balance isn't very good.

"Thomas Brueckner" <profxtjb@earthlink.net> wrote in message news:52e94d00.0401150708.4836e01d@posting.google.com...

- > To my mind, the usefulness of the VM is that it enables someone to
- > view and use my IDL procedure even if he does not have a license for
- > IDL. To use idlde, one needs a license, so
- > idlde -vm='file.sav'

_

>

>

- > is not really a solution to the VM problem on unix platforms, in my
- > opinion.
- > Remember, though: direct graphics work fine in the virtual machine.
- > ==Thomas Brueckner==

Subject: Re: Throwing objects to Virtual Machine in Unix Posted by David Fanning on Thu, 15 Jan 2004 17:15:13 GMT View Forum Message <> Reply to Message

Nuno Oliveira writes:

- > All my work now has been in direct graphics, I was only trying to work with
- > object graphics looking for advantages but, at this time the balance isn't
- > very good.

The balance, unless you are doing something that really does need to be done in 3D space, has *never* been any good. At least if you count the amount of effort it takes to write object graphics programs.

That's why the innovations in IDL 6.0 make about as much sense to me as putting a permanent manned space station on the moon. Who, exactly, needs it!?

Cheers,

David

P.S. If I really thought there was a chance in hell that we would be going back to the moon in 10 years, I would sure be buying Lockheed stock today. I wonder how much they are contributing to Mr. Bush's re-election campaign. :-)

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Throwing objects to Virtual Machine in Unix Posted by Nuno Oliveira on Fri, 16 Jan 2004 10:51:07 GMT View Forum Message <> Reply to Message

At just beginning I was hoping some advantages on programming with objects graphics. Besides, volume visualization, interesting but not that much to me, I like the fact that I could get any magnification by attributing a matrix to IDLgrImage It is only necessary to resize the window and not the matrix, as it is in direct graphics and only magnifies by natural numbers (1,2,3, ..)

ויי	\sim	\sim	2
O	пe	ᄓ	S,

Nuno.

P.S. I suppose that Lockheed Martin doesn't like Ralph Nader. :)

I was curious and I looked for the Lockheed site. There's a picture of hearth, a target city and inbound missile. selling NMD on the main page. And of course, the stock price is also on the main page.

```
"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1a70788b8cb20ef99897a2@news.frii.com...
> Nuno Oliveira writes:
>> All my work now has been in direct graphics, I was only trying to work
with
>> object graphics looking for advantages but, at this time the balance
isn't
>> very good.
> The balance, unless you are doing something that really does need
> to be done in 3D space, has *never* been any good. At least if you
 count the amount of effort it takes to write object graphics programs.
> That's why the innovations in IDL 6.0 make about as much sense
> to me as putting a permanent manned space station on the moon.
> Who, exactly, needs it!?
> Cheers,
>
> David
> P.S. If I really thought there was a chance in hell that
 we would be going back to the moon in 10 years, I would
> sure be buying Lockheed stock today. I wonder how much
  they are contributing to Mr. Bush's re-election campaign. :-)
> --
> David W. Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Phone: 970-221-0438, E-mail: david@dfanning.com
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
```

> Toll-Free IDL Book Orders: 1-888-461-0155