
Subject: Throwing objects to Virtual Machine in Unix
Posted by [Nuno Oliveira](#) on Wed, 14 Jan 2004 14:07:50 GMT
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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: IDLVMMMAIN.

% 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.

```
PRO testExit, ev
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_y=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')
```

```
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')
myImage= 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
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"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
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> 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
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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" <profxtjb@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](mailto:bu3ifa$1tdd$1@pegasus.fccn.pt)>...

>

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centre.

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>

> ==Thomas Brueckner==

Subject: Re: Throwing objects to Virtual Machine in Unix

Posted by [profxtjb](#) on Thu, 15 Jan 2004 15:08:24 GMT

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"Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message
news:<bu5tgj\$2ima\$1@pegasus.fcn.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
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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
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> ==Thomas Brueckner==

Subject: Re: Throwing objects to Virtual Machine in Unix
Posted by [David Fanning](#) on Thu, 15 Jan 2004 17:15:13 GMT
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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/>

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Subject: Re: Throwing objects to Virtual Machine in Unix
Posted by [Nuno Oliveira](#) on Fri, 16 Jan 2004 10:51:07 GMT

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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, ..)

Cheers,

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:

>

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> David

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> --

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