Subject: animation_image_doc.pro
Posted by Mike Potter on Mon, 25 Aug 2008 18:04:13 GMT
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I'm currently evaluating IDL and am working through the various examples in the documentation. I have tried the procedure "animation_image_doc.pro" and it does not seem to work.   It complies without error or comment, but the window it displays is blank. Other animation examples (most notably "animation_doc.pro", which uses the same data set) work just fine. So, since I'm using "animation_image_doc.pro" as a way to learn about animating a set of images I'd like to know if others are able to get this to work or whether it's just something strange about my setup.

running IDL version 7.0.3 in evaluation mode
Windows XP home with all updates installed.

Thanks for any help!

Mike Potter

Subject: Re: animation_image_doc.pro
Posted by Wox on Tue, 26 Aug 2008 09:40:57 GMT
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It works for me (WinXP Pro 64bit, IDLpref > Hardware rendering)

IDL> animation_image_doc
% Compiled module: ANIMATION_IMAGE_DOC.
% Compiled module: FILEPATH.
% Compiled module: PATH_SEP.
% Compiled module: READ_BINARY.
IDL> print,!version
{ x86_64 Win32 Windows Microsoft Windows 7.0 Oct 25 2007   64 64}

I also tried IDL6.2 on Linux and there animation_image_doc behaves strange. When I run it: empty window. Breakpoint in the OnTimer method breaks, so the timer is running. When I enlarge the window: the frames appear.

Subject: Re: animation_image_doc.pro
Posted by Vince Hradil on Tue, 26 Aug 2008 11:22:16 GMT
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On Aug 26, 4:40 am, Wox <nom...@hotmail.com> wrote:

> It works for me (WinXP Pro 64bit, IDLpref > Hardware rendering)
>
> IDL> animation_image_doc
> % Compiled module: ANIMATION_IMAGE_DOC.
> % Compiled module: FILEPATH.
> % Compiled module: PATH_SEP.
> % Compiled module: READ_BINARY.
> IDL> print,!version
> { x86_64 Win32 Windows Microsoft Windows 7.0 Oct 25 2007   64 64}
>
> I also tried IDL6.2 on Linux and there animation_image_doc behaves
> strange. When I run it: empty window. Breakpoint in the OnTimer method
> breaks, so the timer is running. When I enlarge the window: the frames
> appear.

It's the backing store! I had it set to IDL(2) and the animation
doesn't show up. Setting None(0) or System(1) works.

Subject: Re: animation_image_doc.pro
Posted by Mike Potter on Tue, 26 Aug 2008 14:32:03 GMT
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You are correct! I tried with backing store set to System(1) and it
works! Thanks. I had set backing store to IDL(2) because when
displaying a single image my system (WinXP Home) does not handle
backing-store as requested and so any time another window passes over
the image it is "erased" until re-drawn. So I guess I'll just have to
set RETAIN=2 in those cases.

Mike Potter

> It's the backing store! I had it set to IDL(2) and the animation
> doesn't show up. Setting None(0) or System(1) works.

Subject: Re: animation_image_doc.pro
Posted by David Fanning on Tue, 26 Aug 2008 14:46:06 GMT
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Mike Potter writes:

> had set backing store to IDL(2) because when
> displaying a single image my system (WinXP Home) does not handle
> backing-store as requested and so any time another window passes over
> the image it is "erased" until re-drawn.

I find this incredibly hard to believe. Are you sure?

I've never used anything but the default (DEVICE, RETAIN=1)
on any Windows computer I've ever owned (lots of them) and
I've never had a window not do backing store correctly
even once.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: animation_image_doc.pro
Posted by Mike Potter on Wed, 27 Aug 2008 03:44:58 GMT

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Well, I know what I saw, but am uncertain enough of my own clumsy
knocking around with the object graphics keywords and such to insist
that I didn't make a mistake somewhere (not to mention being VERY
familiar with my seemingly infinite capacity for screw-ups). In fact
running the very same short piece of test code that I ran yesterday
which produced the effect that I described - now seems to work just
fine. I don't think I changed anything - but clearly SOMETHING
changed. Since I'm the only user on my computer......

Mike

On Aug 26, 10:46 am, David Fanning <n...@dfanning.com> wrote:
> Mike Potter writes:
>>   had set backing store to IDL(2) because when
>> displaying a single image my system (WinXP Home) does not handle
>> backing-store as requested and so any time another window passes over
>> the image it is "erased" until re-drawn.
>
> I find this incredibly hard to believe. Are you sure?
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> I've never used anything but the default (DEVICE, RETAIN=1)
> on any Windows computer I've ever owned (lots of them) and
> I've never had a window not do backing store correctly

> even once.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: animation_image_doc.pro
Posted by David Fanning on Wed, 27 Aug 2008 04:46:56 GMT

Mike Potter writes:

> I don't think I changed anything - but clearly SOMETHING
> changed.

Circumstance, probably. Happens all the time. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")