
Subject: Re: New Twist on %BadMatch (invalid parameter attributes) error in IDL module for ENVI

Posted by [David Fanning](#) on Tue, 22 May 2012 14:40:08 GMT

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Brian J. Daniel writes:

>
> Hi all,
>
> I'm running ENVI+IDL 4.8 on Lion with a set of IDL code located in ENVI's save_add directory. My IDL code uses the CG routines for displays and status windows that are outside of ENVI's domain. While my progress bar windows are updating, the BadMatch errors are being thrown in the IDL window. After several hundred of these errors, the entire workbench/ENVI crashes in a glorious fashion. I've followed David's article:
>
> http://www.idlcoyote.com/misc_tips/badmatch.php,
>
> and included 'Device, Retain=2; in my IDL startup file (didn't work) and included it in the IDL code calling the progress bar, which also did not work.
>
> I checked the ENVI Preferences dialog and made sure Display Defaults->Display Retain Value was equal to 2.
>
> Below are the versions of the relevant software libraries.
> Mac OS X 10.7.4
> XQuartz 2.6.4 (xorg-server 1.10.6)
> ENVI+IDL 4.8 (built on IDL 8.0)
>
> Any suggestions?

Try replacing this line in progressbar__define.pro:

```
self.drawID = Widget_Draw(self.tlb, XSize=self.xsize, $  
    YSize=self.ysize, RETAIN=1)
```

With these two lines:

```
retain = (StrUpCase(!Version.OS_Family) EQ 'UNIX') ? 2 : 1  
self.drawID = Widget_Draw(self.tlb, XSize=self.xsize, $  
    YSize=self.ysize, RETAIN=retain)
```

Does that help?

I should be doing this for all draw widgets (which I actually do now), but this program is very, very old. :-)

I'll update the program in a second.

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: New Twist on %BadMatch (invalid parameter attributes) error in IDL module for ENVI

Posted by [Brian Daniel](#) on Tue, 22 May 2012 17:43:54 GMT

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On Tuesday, May 22, 2012 10:40:08 AM UTC-4, David Fanning wrote:

>
>
> Try replacing this line in progressbar__define.pro:
>
> self.drawID = Widget_Draw(self.tlb, XSize=self.xsize, \$
> YSize=self.ysize, RETAIN=1)
>
> With these two lines:
>
> retain = (StrUpCase(!Version.OS_Family) EQ 'UNIX') ? 2 : 1
> self.drawID = Widget_Draw(self.tlb, XSize=self.xsize, \$
> YSize=self.ysize, RETAIN=retain)
>
> Does that help?

That did the trick. Thanks for the help!
