Subject: Re: problems with XInterAnimate Posted by davidf on Wed, 28 Jan 1998 08:00:00 GMT

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Martin Schultz (mgs@io.harvard.edu) writes:

- this time I am on the questioning side again: When I run the
- > attached program on our IBM 39H with AIX 4.1, I receive the error
- > message

>

- % X windows protocol error: BadDrawable (invalid Pixmap or Window
- parameter).

>

- > right at the very end, i.e. all the pixmaps have been created and
- > loaded into XInterAnimate, and the animator window already appears
- > on the screen. However, no image is displayed, and IDL does not
- > react to any keystroke or mouseclick any more (except Ctrl-Z after
- > which I have to kill it).

> If anyone has experience with this error message, please let me know.

In my experience, this kind of thing has to do with problems with the animation loop. For example, here you set up the animation array and suggest that you have 11 frames.

- > ; set up animation
- XInterAnimate, set=[900,850,11],/cycle,/track, \$ >
- title='Trajectory cloud chasing'

But here you only fill up 10 of the frames.

- > ; loop through satellite images and plot composite image
- ; use only 1 daily visible image for now

- for i=0,9 do begin >
- sday = string(jday-(i+1)/2,format='(i3.3)')>

I think the 11th frame is pointing to an invalid pixmap. :-)

Cheers.

David

David Fanning, Ph.D.

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Phone: 970-221-0438

Subject: Re: problems with XInterAnimate Posted by Martin Schultz on Fri, 30 Jan 1998 08:00:00 GMT View Forum Message <> Reply to Message

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David Fanning wrote:
>
> Martin Schultz (mgs@io.harvard.edu) writes:
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[...]
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> But here you only fill up 10 of the frames.
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>> ; loop through satellite images and plot composite image
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      for i=0,9 do begin
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        sday = string(jday-(i+1)/2,format='(i3.3)')
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 I think the 11th frame is pointing to an invalid pixmap. :-)
>
>
> Cheers,
> David
```

Thanks David!! It works! (although I am sure I had the correct number of frames in a previous try. So, I guess, I must have messed something up while developing the program - all these unexpected stops; perhaps XInterAnimate kept on reserving memory but never got a chance to release it. Who knows. If you'd like to take a look at the result [I managed to

impress some colleagues with the capabilities of IDL], you can download an mpeg movie from our anonymous ftp site:

```
ftp io.harvard.edu
cd pub/exchange/mgs
bin
get lpnox1101.mpeg
quit
;-)
```

Martin.

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