
Subject: Re: problem with corrupted pix-maps

Posted by [mirko_vukovic](#) on Thu, 02 Jul 1998 07:00:00 GMT

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In article <3598831A.9E8598EC@earthling.net>,
pdavid@earthling.net wrote:

>
> David Fanning wrote:
>> Mirko Vukovic (mirko_vukovic@notes.mrc.sony.com) offers us
>> a programming puzzle when he writes:
>>> following instructions of some of our more esteemed colleagues on this
group,
>>> I created copies of two windows in memory.
>
> [snipped description of things going awry]
>
>>> Now, in such situations, the first thought that comes to mind is a bug in
IDL.
>>> The second (and usually more correct thought) is that I overlooked
something.
>> A simple switch of an x coordinate in place of a y coordinate
>> has been known to produce effects such as this. Does the problem go
>> away if your window is square?
>
> I have also had problems using pixmap windows. In my case, the problem
> occurred when I was using IDL 4.0 on a Macintosh. I had a pixmap window that
> was supposed to hold frames from a movie. I decided to create a single, very
> large pixmap window, and handle creating offsets myself to extract just the
> portion for the current frame. I thought this would work well, and it did on
> both my Windows NT workstation and the UNIX workstation I use. When I tried
> to test it on the Mac, things got quite weird. When I decided to use a
> separate pixmap window for each frame, and copied the entire window each time,
> the problem went away.
>
> IDL 5.0 fixed the problem I was seeing, so I don't know what was going on.
> However, the hypothesis that your problem *MIGHT* be a bug in IDL is truly
feasible.
>
> Phillip David
>
> IDL Tool Developer
> XonTech, Inc.
>
>
no, the hypothesis that *I* made a mistake was the correct one. I forgot
the minor detail of properly setting the pixmap window *size*! Problem
solved.

But it may point to some kind of memory leakage in IDL.

mirko

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