
Subject: Re: problem with corrupted pix-maps

Posted by [Phillip & Suzanne](#) on Mon, 29 Jun 1998 07:00:00 GMT

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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.

Subject: Re: problem with corrupted pix-maps

Posted by [davidf](#) on Mon, 29 Jun 1998 07:00:00 GMT

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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.
>
> The purpose was to animate a marker. This is a gui application in which

- > with a cursor on one plot, the code finds the closest point on the curve,
- > puts a marker there, *and* a marker on the corresponding point on the curve
- > on the other plot.
- >
- > I use the memory resident copies to restore the plots prior to re-plotting
- > the markers when the cursor moves.
- >
- > It almost works in practice, except that on one of the plots, if I put the
- > marker close to the left axis, it seems to *corrupt* (ie, make its way into)
- > the memory resident copy of the plot.
- >
- > 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.

Uh, I vote for the more correct thought. :-)

- > But it must be something truly peculiar, as the plot gets corrupted only
- > when the cursor and marker move into that particular region of the plot
- > (say leftmost 20% of the plot region).

Humm. Every good mystery has a seminal clue. I think this is it. In my experience things creeping into a particular region of the plot means that something has gone wrong with the Device, Copy coordinates. My guess is that you are not copying the entire window, but only a portion of it with Device, Copy. With two pixmaps you are probably doing a lot of switching back and forth. I would make sure you are copying the region of the window you *think* you are copying. 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?

- > Any thoughts out there on what I may be missing? I contacted RSI, and
- > other than suggesting that I send them the code, they could not offer any
- > advice.

Don't you wish technical support people had more imagination? How dreary. I would have made up something wild and extravagant. :-)

Cheers,

David

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

Subject: problem with corrupted pix-maps
Posted by [mirko_vukovic](#) on Tue, 30 Jun 1998 07:00:00 GMT
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hello,

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advice.

mirko

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