
Subject: XCOLORS on MAC problem understood
Posted by [davidf](#) on Fri, 30 Apr 1999 07:00:00 GMT
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Folks,

I reported here several days ago that I had still not been able to get to the bottom of a problem I was having with my XCOLORS program running on Macintosh computers. In particular, the program seemed to go into some kind of a loop when I loaded new color vectors and informed the calling program of that fact with a SEND_EVENT mechanism. I reported that I could not get test programs that used the SEND_EVENT mechanism to fail and that I was at a loss as to how to narrow the problem down.

Fortunately, my report came to the attention of the senior Macintosh programmer at RSI who encouraged me to send the problem program to him to see if he could get to the bottom of it. I am happy to report he did just that in very short order. And I am very grateful.

It seems the problem lay not in my program or the SEND_EVENT mechanism (thank goodness, because I like this way of communicating between different widget programs very much), but in a bit of obscure Mac IDL code that attempted to update the windows after every call to TVLCT.

Normally this code (although unnecessary and now removed in future versions of IDL) causes no problems. But it put me into a loop because I had draw widget expose events turned on in my XCOLORS programs. (In this case I use draw widget expose events to make sure my XCOLORS program is always displaying the correct set of colors in it's color table window. Without color protection, widget display windows are often at the mercy of whoever just loaded the color table vectors. Most of my widget programs have some kind of color protection mechanism built into them so that I can always display colors properly.)

So XCOLORS would load the color vectors and I would send an event. Then the Mac would update the window, which caused an expose event, which caused XCOLORS to load the color vectors, which caused another SEND_EVENT, and so on.

The work around is to simply turn draw widget expose events OFF for the XCOLORS window. The program can be made to work by commenting out the fourth line from the bottom of the XCOLORS program:

```
; Widget_Control, draw, Draw_Expose_Events=1
```

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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