
Subject: Re: write_gif problem: Garbled Image
Posted by [Chris McCarthy](#) on Tue, 15 Jun 1999 07:00:00 GMT
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Hi,

I seem to have solved my problem. I was switching to a different workspace on my desktop (I have 6 workspaces on my FVWM desktop). Apparently this is not allowed, ie the window must be on the presently displayed screen to be tvrd()'d. Perhaps that should have been obvious, but it is a bummer because I like to switch to another workspace while this lengthy program completes, now I will just have to wait for it, or try to fit additional work onto this desktop.

Regards,
Chris McCarthy

Chris McCarthy wrote:

>
> Hi Folks,
>
> I'm making .gifs of my data using write_gif
> after grabbing the display using tvrd() (data are
> displayed using the "display.pro", similar to "tv",
> then annotated)
>
> With a single program I generate 8 images, and occasionally
> one of the .gifs comes out 80% garbled. Top 20% is
> ok. I get the error message:
>
> % TVRD: Unable to create X windows Window completely
> off screen, nothing read.
>
> Here's an examples:
>
> Normal Image:
> <http://www.astro.ucla.edu/~chris/gif/HD110463K.ON7.gif>
>
> Garbled Image:
> <http://www.astro.ucla.edu/~chris/gif/HD110463K.ON6.gif>
>
> In all cases I am watching the displayed images and they
> look fine. Seems that tvrd() is having a problem with them

> but why? Any ideas would be great. Thanks a lot
>
> Chris McCarthy
> UCLA Astronomy

Subject: Re: write_gif problem: Garbled Image
Posted by [David Foster](#) on Tue, 15 Jun 1999 07:00:00 GMT
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Chris McCarthy wrote:

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<http references to example images snipped>

>
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> Chris McCarthy
> UCLA Astronomy

Chris -

TVRD has problems reading a scrollable draw widget, and can have problems reading a window if it is iconified or obscured, at least under X windows. I believe David Fanning has an article on this at his website: www.dfanning.com .

You might try an approach I've used in a SAFE_TVVD(), which creates a new pixmap window, uses DISPLAY, COPY=[] to copy the window into the pixmap, and then uses TVRD() to read from the pixmap. Seems to work in all situations. If there is a more straightforward approach to this problem I'd love to see it. Here's the code:

```

;----- Cut here -----
;  SAFE_TVIRD.PRO  6-11-97  DSFoster
;
; This function is a safer version of IDL's TVIRD() function. First,
; there was a bug related to the reading from a scrollable draw. Also,
; the TVIRD() function uses an X routine that has problems if the
; window is obscured or iconified. This routine uses the DEVICE, COPY=
; command to first copy the window contents to a new window pixmap,
; and then reads from this pixmap into the array.
;
; Modifications
;
; 6-11-97 DSF Check validity of draw widget.

```

```

FUNCTION safe_tvird, draw_widget, xsize, ysize

on_error, 2

if (widget_info(draw_widget, /valid_id) eq 0) then begin
    return, -1
endif else if (widget_info(draw_widget, /name) ne 'DRAW') then begin
    return, -1
endif else begin
    old_window = !d.window
    window, xsize=xsize, ysize=ysize, /free, /pixmap ; Create new
window
    widget_control, draw_widget, get_value=window
    device, copy=[0,0, xsize,ysize, 0,0, window] ; Copy into new
window

    image = tvird() ; Read into array
    wdelete, !d.window
    if (old_window ne -1) then wset, old_window
    return, image
endelse

END
;----- Cut here -----

```

Dave Foster
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