

## Visit - Bug # 1177: SaveMovie wizard, missing beginning timesteps OpenFOAM data, Windows

<b>Status:</b>	Pending	<b>Priority:</b>	Normal
<b>Author:</b>	Kathleen Biagas	<b>Category:</b>	
<b>Created:</b>	08/23/2012	<b>Assigned to:</b>	
<b>Updated:</b>	08/28/2012	<b>Due date:</b>	
<b>Likelihood:</b>	3 - Occasional		
<b>Severity:</b>	4 - Crash / Wrong Results		
<b>Found in Version:</b>	2.5.1		
<b>OS:</b>	Windows		
<b>Support Group:</b>	Any		
<b>Subject:</b>	SaveMovie wizard, missing beginning timesteps OpenFOAM data, Windows		
<b>Description:</b>	<p>Reported by Tiffany Mitori. She is using 2.5.2 on Windows 7. She gave me her data for testing, but our OpenFOAM test data works too.</p> <p>Open /data/OpenFOAM_test_data/mixer2D_ascii/VTK/mixer2D_*.vtk database Create a Pseudocolor plot of cellId Draw Using SaveMovie wizard, create a simple mpeg or png images.</p> <p>In the terminal window that pops up and displays messages, you will note the error: 'SetTimeSliderState was called when there was no time slider' This occurs for the first nine time steps. The resultant movie/images show timestep 0 for the first 9 timesteps, then it jumps to the correct time state.</p> <p>Does not happen on linux.</p> <p>Interestingly, if I save a session, and run 'visit -movie' from a command prompt, all of the frames are saved correctly.</p>		

### History

#### 08/23/2012 07:55 pm - Kathleen Biagas

Appears to be related to the filename format (eg lack of consistency with the numbered part).

If I rename the files to all have the same format -- %04d (file\_0000.vtk, etc), then the SaveMovie wizard works correctly with the files.

Still a mystery why SaveMovie on linux and using '-movie' handle the filename format just fine.

#### 08/24/2012 05:20 pm - Kathleen Biagas

Okay, file name format issue was a red herring. I can actually reproduce the bug with wave as well.

(well, sometimes, anyway!)

Tracked it down to this code in ViewerClientConnection::LaunchClient

```
#ifdef _WIN32
    // Initiate sending state objects to the client.
    initialStateStage = viewerState->FreelyExchangedState();
    QTimer::singleShot(50, this, SLOT(sendInitialState()));
#else
    // Send all of the state except for the first 7 state objects, which
    // are: ViewerRPC, PostponedRPC, syncAtts, messageAtts, statusAtts,
    // metaData, silAtts.
    debug1 << mName << "Sending state objects to client." << endl;
```

```
for(int i = viewerState->FreelyExchangedState();
    i < viewerState->GetNumStateObjects(); ++i)
{
    viewerState->GetStateObject(i)->SelectAll();
    SetUpdate(false);
    viewerState->GetStateObject(i)->Notify();
}
#endif
```

If I make Windows take the same path as linux, then the Save Movie wizard works correctly.

However, I know this code-path was added to address other issues with Client launching on Windows, so I'm not certain the best way to proceed from this point.

**08/28/2012 06:54 pm - Kathleen Biagas**

- *Status changed from New to Pending*

- *Severity changed from 3 - Major Irritation to 4 - Crash / Wrong Results*