

## OpenCV - Bug # 4326: cv2.imshow does not work

<b>Status:</b>	Cancelled	<b>Priority:</b>	Normal
<b>Author:</b>	Yasuhiro Yoshimura	<b>Category:</b>	highgui-gui
<b>Created:</b>	2015-05-09	<b>Assignee:</b>	Maksim Shabunin
<b>Updated:</b>	2015-07-21	<b>Due date:</b>	
<b>Affected version:</b>	branch 'master' (3.0-dev)		
<b>Difficulty:</b>			
<b>Pull request:</b>			
<b>Operating System:</b>	Windows		
<b>HW Platform:</b>	x64		
<b>Description:</b>	<p>In OpenCV 3.0.0-rc1, cv2.imshow(python binding) does not work. Error message is as follows.</p> <p>On the other hand, cv::imshow(C++ API) operates correctly.</p> <pre>&lt;pre&gt; OpenCV Error: Unspecified error (The function is not implemented. Rebuild the library with Windows, GTK+ 2.x or Carbon support. If you are on Ubuntu or Debian, install libgtk2.0-dev and pkg-config, then re-run cmake or configure script) in cvShowImage, file .....\\modules\\highgui\\src\\window.cpp, line 534 Traceback (most recent call last): File "C:/Users/hoge/PycharmProjects/imshow_test_opencv300/imshow_test_opencv300.py", line 7, in cv2.imshow('image', img) cv2.error: .....\\modules\\highgui\\src\\window.cpp:534: error: (-2) The function is not implemented. Rebuild the library with Windows, GTK+ 2.x or Carbon support. If you are on Ubuntu or Debian, install libgtk2.0-dev and pkg-config, then re-run cmake or configure script in function cvShowImage &lt;/pre&gt;</pre> <p>There is sample code and information of my environment in the following page. <a href="https://gist.github.com/atinfinity/8535fa7c9a87ed25a91b">https://gist.github.com/atinfinity/8535fa7c9a87ed25a91b</a></p> <p>I found that 'window_w32.cpp' not included in 'modules/highgui/opencv_highgui.vcxproj'. Maybe, this configuration may be related to this issue.</p>		

### History

2015-05-12 05:14 pm - Maksim Shabunin

- Status changed from New to Incomplete

- Assignee set to Maksim Shabunin

The GUI block in cmake output should look like this:

```
<pre>
-- GUI:
-- QT:          NO
-- Win32 UI:    YES
-- OpenGL support: NO
-- VTK support: NO
</pre>
```

Please, check cmake output for any warnings and related messages. Make sure you have `_WITH_WIN32UI_` cmake option enabled. Try to make clean build.

**2015-05-12 06:01 pm - Yasuhiro Yoshimura**

Thank you for your comment. Sorry, I overlooked the setting of WITH\_WIN32UI.  
I understood the reason of this error.

But, I used the following batch file to build OpenCV(WITH\_WIN32UI=ON).  
<https://gist.github.com/atinfinity/73ef649afb2b8b44d0f>

So, I recorded and checked the log of this build.  
As a result, I found that CMake run several times when I enabled WITH\_CUDA,  
In this case, the setting of WITH\_WIN32UI is sometimes modified.  
But, I don't understand the reason.

**2015-05-12 09:33 pm - Maksim Shabunin**

`_WITH_WIN32UI_` variable should be set to ON automatically when building on Windows. But there can be an issue with cmake scripts.

Can you please, make clean build (in empty build folder), then run cmake one-two times with same parameters in the same folder. After that, please, provide your cmake output after each run and CMakeCache.txt file contents.

Also, it is recommended to make out of source builds, i.e. use something like ``set BUILD_DIR=%SOURCE_DIR%\..\build``.

**2015-06-01 11:17 am - Yasuhiro Yoshimura**

Sorry for replying late.  
I solved this issue thanks to your advice.

**2015-07-21 10:47 am - Maksim Shabunin**

- *Status changed from Incomplete to Cancelled*