
Subject: Re: CGM output from object graphics
Posted by [davidf](#) on Fri, 14 Nov 1997 08:00:00 GMT
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Thomas Sutor (thomas.sutor@dlr.de) writes:

> Due to some restrictions on the project I'm currently working on, it
> would be an advantage to generate cgm files from my object graphic
> elements. Is this possible and if yes how?

I don't believe you can do this directly with object graphics.
I think the best you could do would be to get a snapshot of
the graphics window and send that to the CGM file. You get
a snapshot like this:

```
info.thisWindow->GetProperty, Image_Data=snapshot
```

Cheers,

David

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