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Subject: combining object and direct graphics

Posted by [don shad](#) on Mon, 10 Aug 1998 07:00:00 GMT

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hi,

is it possible to combine object graphics and direct graphics in the same window? can it be done without having to employ some trickery like creating a pixmap and then sending those data to an image object, which you then over-lay in a draw object? i would like to be able to work in DATA coordinate usings both objects and direct graphics in the same window. for example, i'd like to create a contour map (w/ CONTOUR) and then drop my objects at specific data coordinates over top of the contour map. i would prefer to not have to be moving pixmaps back and forth, esp. for resizing images, etc.

any information on how to do this would be greatly appreciated.

thanks,

don

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