
Subject: Creating a Runtime App using Object Graphics
Posted by [Robert Mariano](#) on Tue, 13 Jul 1999 07:00:00 GMT
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I am using IDL's Object Graphics as well as creating some of my own objects. I try to build a runtime version (a .sav file). I am able to invoke my application (by entering "idl -rt=myapp.sav" on a Unix command line), but the first object

created, called properties, appears to be a null object. The run-time manual says practically nothing about objects. Has anyone successfully created a runtime app using Graphics Objects ?

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