
Subject: Re: Creating a Runtime App using Object Graphics

Posted by [J.D. Smith](#) on Wed, 14 Jul 1999 07:00:00 GMT

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Robert Mariano wrote:

>

> 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 ?

Is the runtime manual online? I can't seem to find it.

JD

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