"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote in message
news:001401c1479c$fcf305e0$d938a8c0@Hadfield...
> From: "Mark Hadfield" <m.hadfield@niwa.cri.nz>
>>   myview = [Create & populate your IDLgrView here]
>>   myclipbrd = obj_new('IDLgrClipBoard')
>>   myclipbrd->Draw, /VECTOR, /POSTSCRIPT, FILENAME=[your file name
here]
>>   obj_destroy, myclipbrd
>
> I see that nobody spotted the deliberate mistake. That should be
>
>   myclipbrd->Draw, myview, /VECTOR, /POSTSCRIPT, FILENAME=[your file
name
> here]
>

I thought you had preset the Graphics_Tree property of the clipboard
instance, eg using:

myClipboard = obj_new('IDLgrClipBoard', GRAPHICS_TREE = myView)
or:
myClipboard->SetProperty, GRAPHICS_TREE = myView

However I have a feeling I'm about to find out why that is not a good idea!
(i.e. am I right in thinking that if you destroy the clipboard object after
attaching the view object then
you lose that graphic object?)

Martin