

Hi,

I'm trying to draw my view object to a PPM image file,
so that I can then do FLIC animation via ppm2fli.

In direct graphics it's easy to do this with:

```
wset>window_number  
image = tvrd(true=1,/order)  
write_ppm,'name.ppm',image
```

where top-bottom order is reversed to give an upside-up
PPM image.

In object graphics, I am stumped again. I've tried two
methods, but both times get an upside-down PPM, and
can't see a way to use /ORDER to fix the problem:

1) make image object from Buffer object:

```
; starting with this line obviously didn't help:  
; image_obj=Obj_New('IDLgrImage',/order)
```

```
buffer=Obj_New('IDLgrBuffer',graphics_tree=thisView,$  
              dimensi=[400,400])  
buffer-> Draw  
image_obj = buffer -> Read()  
image_obj -> SetProperty, /order ;; <- doesn't help!  
image_obj -> GetProperty, data=image_dat  
write_ppm,'name.ppm',image_dat
```

2) take image data direct from buffer object:

```
buffer=Obj_New('IDLgrBuffer',graphics_tree=thisView,$  
              dimensi=[400,400])  
buffer -> Draw  
buffer -> GetProperty, image_data=image_dat  
write_ppm,'name.ppm',image_dat
```

By the way, there doesn't seem to be an option in ppm2fli
to automatically flip the input images.

Any advice greatly appreciated!

Thanks,
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