
Subject: Object Graphics

Posted by [Michael Wallace](#) on Tue, 11 May 2004 22:58:54 GMT

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I started playing around with Object Graphics today. I've used Java objects in IDL plenty of times, but never IDL's own objects. Anyway, the first thing I tried to do was create an IDLgrWindow, however IDL said:

```
IDL> window = obj_new('IDLgrWindow')
% OBJ_NEW: Creation of backing store pixmap failed.
    Requesting backing store from the server.
```

What does this error mean? For what it's worth, this is on Linux, specifically Fedora Core 1.

Secondly, is there something, anything out there which actually explains what's going on inside the object graphics system? Or at least does better than RSI's documentation? I've worked with graphics systems before, but never with something quite like this. It took a good 30 minutes to figure out how to draw a single diagonal line. Oh, well.

-Mike
