Subject: scripted object graphics question
Posted by George Millward on Fri, 25 Feb 2011 13:32:38 GMT
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Hi there,

I am trying to convert a bunch of old direct graphics programs to
objects.
These programs are all called by a cronjob/script so work in the
background (no interactivity or windows produced).

In essence they use this:

set_plot,'z'
write_png .....

I now realize that I've never seen an example of object graphics
working in a similar way - all object
examples seem to be embedded in widgets and the like - based on human
interactivity.

I assume I can do this in object graphics ? Does anyone have a simple
example of how this is done ?

Cheers

George.