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Subject: Object graphics and runtime mode

Posted by [LNpellen](#) on Mon, 20 Jun 2011 11:26:17 GMT

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I'm creating my first project using object graphics and I'm pretty happy to see that it works fine during testing. But when I want to share the program with non-IDL users I'd like preferably to use an executable version via the `make_rt` or at least be able to run a `.sav` file with the VM.

My problem is that when trying the two options none of my graphics windows are showing anything.

I read some old threads about object graphics not working with VM, but those were from 2003 and older. I hope something has improved since then.

Any ideas what's wrong?

Ellen

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