
Subject: Delayed plotting in object graphics
Posted by [Ben Tupper](#) on Tue, 12 Dec 2000 23:59:22 GMT
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Hello,

I am converting some 2d direct graphics to object graphics.
Past users of the program producing the graphics have wanted
to plot the points in 'slow motion'. That was easy to brute
force a lag using PLOTS and WAIT in a loop. Is there a way
of doing this with object graphics?

Thanks,

Ben

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Ben Tupper
248 Lower Round Pond Road
POB 106
Bristol, ME 04539

Tel: (207) 563-1048
Email: PemaquidRiver@tidewater.net
