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Subject: CGM output from object graphics  
Posted by [thomas.sutor](#) on Fri, 14 Nov 1997 08:00:00 GMT  
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Dear IDL Users,

Due to some restrictions on the project I'm currently working on, it would be an advantage to generate cgm files from my object graphic elements. Is this possible and if yes how?

Thank you in advance  
Thomas Sutor

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Subject: Re: CGM output from object graphics  
Posted by [davidf](#) on Fri, 14 Nov 1997 08:00:00 GMT  
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Thomas Sutor (thomas.sutor@dlr.de) writes:

> Due to some restrictions on the project I'm currently working on, it  
> would be an advantage to generate cgm files from my object graphic  
> elements. Is this possible and if yes how?

I don't believe you can do this directly with object graphics.  
I think the best you could do would be to get a snapshot of  
the graphics window and send that to the CGM file. You get  
a snapshot like this:

```
info.thisWindow->GetProperty, Image_Data=snapshot
```

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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