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Subject: Creating a Runtime App using Object Graphics  
Posted by [Robert Mariano](#) on Tue, 13 Jul 1999 07:00:00 GMT  
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I am using IDL's Object Graphics as well as creating some of my own objects. I try to build a runtime version (a .sav file). I am able to invoke my application (by entering "idl -rt=myapp.sav" on a Unix command line), but the first object

created, called properties, appears to be a null object. The run-time manual says practically nothing about objects. Has anyone successfully created a runtime app using Graphics Objects ?

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Robert Mariano, mariano@llnl.gov,  
Voice/925.424.4558, Fax/925.423.8274, Bldg/170, Rm/1130  
Atmospheric Release Advisory Capability  
Lawrence Livermore National Laboratory  
PO Box 808 MS L-103, Livermore CA, 94550

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Subject: Re: Creating a Runtime App using Object Graphics  
Posted by [J.D. Smith](#) on Wed, 14 Jul 1999 07:00:00 GMT  
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Robert Mariano wrote:

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> objects. I try to build a runtime version (a .sav file). I am able to  
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> command line), but the first object  
> created, called properties, appears to be a null object. The  
> run-time manual says practically nothing about objects. Has  
> anyone successfully created a runtime app using Graphics Objects ?

Is the runtime manual online? I can't seem to find it.

JD

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J.D. Smith	*	WORK: (607) 255-5842
Cornell University Dept. of Astronomy	*	(607) 255-6263
304 Space Sciences Bldg.	*	FAX: (607) 255-5875
Ithaca, NY 14853	*	

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