Subject: Re: rescaling an image Posted by marc on Fri, 06 Aug 1993 08:07:00 GMT

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In article <23p4il\$jic@senator-bedfellow.MIT.EDU>, jabarone@athena.mit.edu (John A Barone) writes:

|> I'm trying to view a 3-D image in two different windows of two
|> different sizes. I would like the image to look aproximately the
|> same in both windows. The problem is that the two windows are
|> different sizes (specifically 608x486 and 576x792). Obviously when
|> I plot the data using SURFACE the results are quite different in each
|> window. I've been trying to fool around with the POSITION key word to
|> scale the plot so that it looks the same in both windows, but I haven't
|> come up with any satisfactory results. Does anyone know of a way to do this?
|> Any help would be greatly appreciated.
|> Thanks in advance.

|> |>

|> Hi.

. |> John Barone

> jabarone@athena.mit.edu

|> |>

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You weren't specific enough about how different they looked, and what was wrong, ie. what you want to fix about them.

If the problem is that one window has height/width ratio = 1.251, while the other has ratio = .727, I think that !P.REGION is the right variable to fart with.

Assuming you want the second to be like the first, and that "look like" really means has same plotsize ratio, do the following:

;Backup previous region setting

tempRegion = !P.Region

; draw the first plot in its window. Then get view sizes

dx1 = !D.X Vsize

```
dy1 = !D.Y Vsize
Ratio1 = float(!D.X_Vsize) / !D.Y_Vsize
; Make new window and get new sizes, dx2, dy2, Ratio2, then
dx2New = dx2
dy2New = float( dx2 ) / ratio1
If dy2New GT dy2 Then Begin
dx2New = dy2 * ratio1
dy2New = dy2
Endif
normSizeX = float( dx2New ) / dx2
normSizeY = float( dy2New ) / dy2
!P.Region = [0.5 - normSizeX/2., 0.5 - normSizeY/2., $
  0.5 + normSizeX/2., 0.5 + normSizeY/2. ]
; then plot in new window
!P.Region = tempRegion
This should work. You will have then to fart around with charsize, and
ticklen, and all the other junk you put on the plots, because all this
will probablyhave to be scaled to really make the second look like the first.
Hope this helps.
M
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