

---

Subject: Re: display question

Posted by [nospam](#) on Mon, 09 Mar 1998 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

In article <MPG.f6a02cf8e3f5b6698973d@news.frii.com> davidf@dfanning.com (David Fanning) writes:

> I presume that many of these boxes will be the same size  
> and shape. One of the things I've done is make my own  
> plot symbol (using USERSYM) that is the correct shape for  
> what I want to plot. Then I just set up a plot (with or  
> without axes) and simply plot the pixels into the data  
> space with the Plot command and PSYM set to 8. This saves  
> having to go into device coordinate space.

I tried that, but there doesn't seem to be any good way to control the size of the symbol that you get out. You can use xyouts to get the size of a character, and the plotting routine sets the plotted size of the character to be "about" the size of a character. But, there doesn't seem to be a way to control accurately the size of the symbol.

I thought of what will probably be a better solution. I'll use plot with /NODATA to set up the axes and data space, then get the number of pixels in the display area and the data range, then create an array as big as the display area, fill it with my little boxes of different sizes and colors, and then tv it once.

scott

--

Scott Stuart

stuart at ll mit edu

---