
Subject: Plotting using Symbols (Object Graphics only)
Posted by [gadagkar](#) on Tue, 11 May 1999 07:00:00 GMT
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I wrote an application that contains a scene object consisting of 2 views. Each view displays a 2D plot drawn with lines/symbols. The application was written by combining the sel_obj.pro example from IDL and xsurface.pro from David Fanning. For some reason the symbols get distorted if not scaled properly. What is the best way to rescale the symbols so that they would look the same all the time? The scaling that I have used works better for one plot only. Both plots have the same number of data points but min/max range is slightly different.

***** START *****

```
; create symbol object
psym = Obj_New('IDLgrSymbol', 4)

; metal_buf contains 60 data points to be plotted
metalPlot = Obj_New('IDLgrPLOT', dist, metal_buf, _Extra=extra, $
Color=[0,0,0], Symbol=psym, LineStyle=6)

; Get the data ranges from the Plot Object.

metalPlot->GetProperty, XRange=xrange, YRange=yrange

; Set up the scaling so that the axes for the plot and the
; plot data extends from 0->1 in the X and Y directions.

xs = Normalize(xrange)
ys = Normalize(yrange)

; apply scaling to the symbols so that they don't get distorted
psym->SetProperty, SIZE=[1/(59*xs[1]), 1/(25*ys[1])]

; Scale the plot data into 0->1.

metalPlot->SetProperty, XCoord_Conv=xs, YCoord_Conv=ys
```

***** End *****

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