Subject: Virtues of normalized coordinates
Posted by Andy Loughe on Thu, 26 Aug 1999 07:00:00 GMT
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David Fanning wrote:
>
> Barbara A Cohen (bcohen@lpl.arizona.edu) writes:
>
>> Hi, I have been using idl for about a year on a UNIX system, where I output
>> everything to a postscript file, looked at the postscript, and made
>> adjustments as necessary to xyouts, etc. I have just gotten idl for
>> my Mac and of course can't do things that way. I tried installing
>> GhostScript but it makes my computer crash every time. What I'd like
>> to do is have a display window that at least positions everything the way
>> it will come out when I write to postscript. As it is now, the positions
>> and thicknesses are all weird. I'm sorry if this is an old question
>> but does anyone know how to deal with the Mac display windows?
>

> Uh, normalized coordinates. All the time. Every time. Every where. :-)
>

I really don't understand this sentiment. Data coordinates have always
worked well for me when placing text, colorbars, etc. around a plot that
needs such enhancements. If these things need to "hug" the plot, why
use normalized coordinates? I have also been a proponent of !p.multi
with careful attention to margin settings... this may also make me a
heretic to some developers. Someone please teach me why I should not
disdain the use of "convert_coord" and "position=[*,*,*,*]"!

My $.02

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"I do not feel obliged to believe that the same God who has endowed us
with
sense, reason, and intellect has intended us to forego their use."
-Galileo