
Subject: Re: Object graphics axis

Posted by [James Tappin](#) on Fri, 29 Oct 1999 07:00:00 GMT

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David Fanning wrote:

> After spending literally hours trying to make *real*
> data show up in object graphics plots I threw up my
> hands and threw myself on the mercy of the IDL
> programmers who wrote the code. They supplied me
> with an algorithm, which with a few slight modifications
> to make it actually work, reliably creates the
> translation and scaling factors necessary to place
> a real data range into a particular view.

Lets just be realistic: IDL object graphics is a pretty toy, which might be useful for drawing scenes etc, but for real scientific data it's the proverbial heap of donkey dung. I would not like to try to write (for example) a routine to time label an arbitrary axis which might be anything from 2 minutes to 20 years in length with object graphics. [Anyone who wants to see how its done in direct graphics (well; up to 10 years the extensnion to 25 hasn't been released yet) should go to:

http://www.sr.bham.ac.uk/hi-scale_help/routine_search.html

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