Subject: Re: How does IDL calculate the graph axis values?
Posted by Ben Tupper on Wed, 02 Feb 2000 08:00:00 GMT
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<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
<html>
"Liam E. Gumley" wrote:
<blockquote TYPE=CITE>

This method does not require a graphics window to be open, does not
care

what graphics device is active, does not disturb the contents of the
Z

buffer, and does not disturb the current plot settings.

 </blockquote>
Hello,
<p>I wonder if the IDLgrAxis object might be handy here.   I
haven't thought about it before, but I would guess that

the axis range in Direct and Object graphics are determined in the
same way by IDL (or at least the results will be similar.)

Assuming that your want to use direct graphics, you could temporarily
create an axis specifying your data range. Then use the GetProperty
method to retrieve

CRange. Finally, destroy the object.
<p>Direction = 0 ; or 1 for the yaxis

oAxis = Obj_New('IDLgrAxis', Direction, Range = [YourDataMin,YourDataMax])

oAxis -> GetProperty, CRange = CRange

Obj_Destroy, oAxis
<p>Here's what the help file on CRange states:
<p>CRANGE

Set this keyword to a named variable that will contain the actual full
range of the axis as a vector of the form [minval, maxval]. This range
may not exactly match the requested range provided via the RANGE keyword
in the Init and SetProperty methods. Adjustments may have been made to
round to the nearest even tick interval or to accommodate the EXTEND keyword.
<p>Ben
<pre>--
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