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Subject: Re: IDLgrWindow (?) bug  
Posted by [Udo Grabowski](#) on Mon, 28 Feb 2000 08:00:00 GMT  
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Hello !

I myself experimented a couple of times with objects in direct graphics, and I immediately got rid of all problems when I realized that the `viewplane_rect` setting determines that data range of the plot which is projected INTO the viewport. The viewport itself is by default determined from the underlying graphics window and may further be specified INSIDE the window by the 'location' and 'dimensions' keywords in units given by the 'units' keyword (which has nothing to do with the `viewplane_rect` entries). Keeping this in mind, all my plots since then have an predictable and identical behaviour under direct as well as under object graphics (except that color trouble...).

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