
Subject: Re: plot range in Object Graphics
Posted by [davidf](#) on Fri, 12 May 2000 07:00:00 GMT
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Brad Gom (b_gom@hotmail.com) writes:

> While I agree that scaling the axes and plot correctly is a pain, and that not scaling
> properly can produce this result, in this case it looks to me like it is a problem with
> version 5.0. The code below, when used in IDL5.0 exhibits the problem, whereas in
> IDL5.3 it looks fine.

Well, now, *that* I can believe. There were LOTS of problems with IDL 5.0. These objects weren't really sorted out until about IDL 5.2.

>> P.S. Please don't implement the Polygon idea.
>
> Don't worry. That's why I spend so much time reading this newsgroup.

Actually, as I was informed just a few minutes ago by my object graphics angel, that wasn't as bad an idea as I thought it was. But your planned implementation was a little shaky. I'm hoping I can write an example soon to show you what I mean.

> Have you ever used duct-tape to patch a radiator hose so that you can get to work?

Oh, many times. Not only on my old beater of a truck, but in my IDL programs as well. :-)

Cheers,

David

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