
Subject: Re: Scaling atoms & axes in object graphics
Posted by [davidf](#) on Wed, 16 Aug 2000 07:00:00 GMT
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Martin Schultz (martin.schultz@dkrz.de) writes (for example):

- > Within a graph (level 3), everything should be on a fix scale, i.e.
- > using something similar to
- > Conv_Coord. However, "normal" coordinates for a graph would not be IDL's
- > normal coordinates, but
- > 0. and 1. would always correspond to the graph edges. The same holds for
- > the panel, so that in order
- > to position a graph on a panel you use the panel's "normal" coordinates.
- > And once more for the
- > page, only that here you may want to take care of the printable area or
- > user defined page margins,
- > so that 0. to 1. refers to the portion of the page that will receive
- > some ink or toner when
- > printed. For a screen window, on the other hand, you ignore the page
- > margins, of course.

Martin, may I make a suggestion? Could you either
turn the word-wrap in your news reader off or
find that CR key more often? You are breaking up
so badly that it is distracting me from your
awfully good advice. I fear I'm not alone. :-)

Thanks,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155