
Subject: Re: IDLgrROI and normalized coords
Posted by [promashkin](#) on Mon, 11 Sep 2000 20:08:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, I found it on Deja. Its a bug. Never mind the question.
Thanks,
Pavel

Pavel Romashkin wrote:

>
> Hi,
> Is IDLgrROI insensitive to *coord_conv keywords? I tried to set them to
> all kinds of things, but nothing seems to make the object to actually
> use the conversion. I checked the object and the *coord_conv do get set,
> but displaying does not change at all.
> What I mean is this. Unless I pass the X and Y arrays to it only as
> normalized data, the IDLgrROI gets displayed properly no matter what the
> settings of *coord_conv are. If I pass the data in data coordinates, and
> set the *coord_conv keywords (just like for the rest of object graphics
> atoms), the ROI object seems to ignore the scaling and displays just as
> it would if *coord_conv were all set to [0, 1], i.e., if the data values
> are >1, they disappear from the screen.
> I would appreciate any advice (preferably leading to the answer :-).
> Sincerely,
> Pavel
