
Subject: Re: IDLgrROI and normalized coords
Posted by [promashkin](#) on Mon, 11 Sep 2000 18:01:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry, folks. I tried to read this after I posted it and it is absolutely incomprehensible. Let me try again:

What I mean is this. If I set the X and Y arrays in IDLgrROI as normalized data, the object is displayed properly no matter what the settings of *coord_conv are. If I use X and Y in data coordinates, and set the *coord_conv keywords (just like for the rest of object graphics atoms), the IDLgrROI 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.

Sincerely,
Pavel

P. S. I guess, I need to disappear again and attend that language school :-(
