
Subject: Zooming in Object Graphics

Posted by [mcnaronbrowk](#) on Wed, 20 Dec 2000 14:57:39 GMT

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I'm pretty new to object graphics and have a problem I'm trying to figure out. I have a plot object that I allow a simple zooming capability. To zoom, I change the value of the `viewplane_rect` property of the `IDLgrView`. I also track the plot coordinates (translated to data space) as I move the mouse within my object graphic window.

The problem: After I zoom in (for example) and change the `viewplane_rect` property, the coordinates that are returned to me are the same values as before I zoom. For example, I have a scatter plot of points and I want to display the coordinate of a point when I put the cursor over it. If the graphic has been zoomed in, then the data range shown in my 400x400 graphics window has changed, and I'm not getting the same coordinate value as before for the same point.

I assume this is because I have not changed the `[xyz]coord_conv` value of the graphic object, but I don't know what to do to change the value. My guess is I need to find out the new data range actually displayed in my window, but how do I do that based on the new value of `viewplane_rect`? I figure that once I determine this new data range, I can re-calculate the `[xyz]coord_conv` and, therefore, retrieve the same data coordinate for a point, even when it's in zoom mode.

Am I on the right track? If so, can anyone help me figure out how to do this?

Any help is GREATLY APPRECIATED!

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