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Subject: Re: HELP: IDL Aspect problem on contour plots

Posted by [landers](#) on Thu, 22 Sep 1994 13:05:51 GMT

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iotov@cco.caltech.edu (Mihail S. Iotov) writes:

|> This is a seemingly trivial question that we could not solve by poking into the  
|> manuals.

|>

|> The contour plot comes fine, but the scale on the x axis is twice that on the y  
|> axis. So the whole picture is stretched in one direction.

|> Is there a way to fix this.

|>

|> Thanks a lot,

|> Mihail Iotov

|>

To make a plot come out square on your paper or display, you do some thing(s)  
like this:

```
; First, you must make a plot to establish the plot coordinates  
; Use NoData, and [XY]Style=4 to keep from drawing anything  
; The NoErase is there to prevent an extra blank sheet of paper  
; if you are using a paper-based device
```

```
plot, [0], /Nodata, XStyle=4, YStyle=4, /NoErase
```

```
; Now you can determine where this plot is:  
; these are 2-element vectors in device coords
```

```
px = !x.window * !d.x_vsize  
py = !y.window * !d.y_vsize
```

```
; and it's size
```

```
sx = px(1) - px(0)  
sy = py(1) - py(0)
```

```
; now shrink the larger one to force the plot area to be square  
; with a bit more thought, you could come up with any aspect ratio
```

```
wx = sx < sy  
wy = wx
```

```
; figure the center of the plot space  
; well, twice the center location
```

```
cx = px(0)+px(1)
```

```
cy = py(0)+py(1)
```

```
; Set a position vector
```

```
; re-center the plot in the available area
```

```
pos = [ cx-wx, cy-wy, cx+wx, cy+wy ] / 2.
```

```
; now you can make your plot, contour, etc...
```

```
plot, whatever, Position=pos
```

```
contour, things, Position=pos
```

```
; etc...
```

```
--
```

```
;Dave
```

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