
Subject: Re: axes on an image(FAQ?)

Posted by [tonym](#) on Tue, 08 Nov 1994 17:50:34 GMT

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I had to do this for our global maps. I think the way I did it was to use the plot routine. The plot routine sets up the relationship between the physical coordinates and the screen coordinates (note: the axis routine alone will not do this).

Use the plot routine with the /NODATA keyword to set up the axes. Then, simply place your image within the axes. The IDL system variables can tell you where the limits of the graph are (both in normalized or pixels or convert using `convert_coord` etc). Look at the various `!p` variables. Note that you will want to make the image size match the plot size.

As I recall, you will have to manually place the image where you want it. This is part of the TVSCL routine: two of the keywords can be used to specify the lower left corner of the image (pixel units = physical coords).

-Tony

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