Subject: Surface movie problems: plot changes size
Posted by uk2 on Thu, 16 May 2002 16:26:51 GMT

Hi,

I've made a movie of a sequence of jpegs by grabbing a 3-D plot which
is rotated by small angles. The 3-D space is set up by calling surface
with x, y, and z ranges set, but no data plotted. Then PLOTS procedure
is then called with the individual points that I want to plot. The
movie looks great, but because IDL changes the size of the surface
plot to fit in the window, the movie plot grows and shrinks. Can
anyone suggest a way of forcing IDL to use a specific region of the
display so that the 'object' retains it size. I would rather not do
this in object graphics as there are a number of other components to
this that I would also have to replicate in OG.

Thanks in advance, Pete Riley