
Subject: Re: Surface movie problems: plot changes size
Posted by [Paul Sorenson](#) on Sun, 19 May 2002 05:02:43 GMT
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Use CREATE_VIEW.

-Paul Sorenson

"Pete Riley" <uk2@mac.com> wrote in message
news:45f7b07e.0205160826.10b06005@posting.google.com...

> 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

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