Subject: Re: Image scrolling, displaying axes from outside the visible window
Posted by Don J Lindler on Thu, 01 Aug 2002 15:01:27 GMT
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"Lord Fahruz" <Fahruz@hotmail.com> wrote in message
news:5f84b161.0208010010.3c7d359e@posting.google.com...
>>> I am currently trying to implement some "artifical" scrolling solution
>>> in an image window enclosed by 4 axes and wondered why I could
>>> perfectly display an image (which is than the window) with its x and y
>>> coordinates having negative values (and thus having its origin outside
>>> the window) so that it shows only partially, whereas axes can only be
>>> displayed within the window frame invariably even if one tries to plot
>>> with a position vector containing negative values.
>>
>> What!? I don't think so. But I have a very poor
>> idea of what you are trying to do from your
>> description. Can you give an example?
>
> Okay, sorry for my poor phrasing.
> Simply put: I would like to display a coordinate system with its
> origin outside the visible window when using negative values in the
> position vector.
> For example:
>
> IDL> window, /free
> IDL> x=findgen(200)*0.1
> IDL> plot, x, cos(x), /device, position=[-90,-90,200,200]
>
> When I type this I would like the lower and left axes not to be
> displayed in the window and the tickmarks to be accordingly shifted
> for the other 2 axes. However it seems that no matter what negative
> value I type in, the axes still appear at the bottom and to the left
> of the window.
>
> Thanks for your help.
>
> FM

You might consider using a pixmap which contains a larger
area than your display window. Plot your data into the
pixmap and the copy the portion you want into the
display window. To scroll, just copy another area without
replotting the data.

```
IDL> x = findgen(200)*0.1
IDL> window, 20, xsize=1000, ysize=1000, /pixmap
IDL> plot, x, cos(x), position=[100,100,600,600], /device
IDL> window, 21, xsize=600, ysize=500
```

IDL> device, copy=[200,200,600,500,0,0,20]

Good Luck,
Don