Subject: Re: Image scrolling, displaying axes from outside the visible window
Posted by David Fanning on Thu, 01 Aug 2002 14:03:59 GMT

Lord Fahruz (Fahruz@hotmail.com) writes:

> 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.

Oh, right. Yes, I thought we were dealing with scrolling windows.

Yes. In direct graphics IDL is "protecting" you by making sure
that the POSITION keyword draws something in the graphics window.
If you want to do something really dumb (like drawing something
outside the graphics window) you have to use object
graphics, which is more powerful than direct graphics. :-)

I've modified my XPLOT program to allow you to position the plot
in the window with the POSITION keyword:

   http://www.dfanning.com/programs/xplot.pro

The POSITION keyword uses "normalized" coordinates, which assumes
that the visible portion of the plot window goes from 0 to 1 in
both X and Y directions. For example, for a normal plot:

   IDL> XPlot, Findgen(100), Position=[0.15, 0.15, 0.9, 0.85]

For a plot with the Y axis origin out of the window:

   IDL> XPlot, Findgen(100), Position=[0.15, -0.2, 0.9, 0.85]

Cheers,

David

P.S. Tell me again why something like this is useful?

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