Subject: Re: Image scrolling, displaying axes from outside the visible window
Posted by fahruz on Thu, 01 Aug 2002 08:10:48 GMT
View Forum Message <> Reply to Message

>> 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