
Subject: Re: Image scrolling, displaying axes from outside the visible window
Posted by [David Fanning](#) on Wed, 31 Jul 2002 13:53:26 GMT
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Lord Fahrur (fahrur@hotmail.com) writes:

> I am currently trying to implement some "artificial" 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?

> Does that mean I would have to manually check whether they should be
> visible or not and use truncated axes whose range would correspond to
> the visible part of the image ? (what a pain)

You must have something else going wrong that you are
attributing to this problem. I just can't imagine
you can't do what you want to do.

Cheers,

David

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