Subject: Re: Setting data coordinates
Posted by mperrin+news on Tue, 29 Jul 2003 23:09:05 GMT
View Forum Message <> Reply to Message

David Fanning <david@dfanning.com> wrote:
> Marshall Perrin writes:
>
>> I must confess to not fully understanding the "behind-the-scenes"
>> details of how IDL handles converting between device, data, and normal
>> coordinates in object graphics. I'd like to be able to explicitly
>> set the conversion to data coordinates myself sometimes, and I'm not
>> clear on how to do this. It's probably some system variable I need to
>> set, I assume, but the docs have been less than forthcoming with which one...
>
> No, there is no "system variable". You are thinking
> direct graphics. :-)

Wow, my brain clearly slipped a cog there. I *meant* to write
"direct graphics" after all.

That said, I think I'll try the object graphics approach you've so
thoughtfully described below. There's always more than one way
to skin a cat. :-)

 - Marshall