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Subject: Setting data coordinates

Posted by [mperrin+news](#) on Tue, 29 Jul 2003 22:33:08 GMT

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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...

The application I have in mind is to display an image on screen, then set the data-to-device coordinate conversion properly so that I can then overplot points on my image (providing the points in data coordinates) and have them appear in the correct location on screen (in device coordinates). Should be simple, right? Any tips greatly appreciated.

- Marshall

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