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Subject: Re: Object graphics questions

Posted by [Michael Wallace](#) on Sat, 12 Mar 2005 00:54:37 GMT

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> (3) Is it a hard-and-fast rule that if I am viewing a 240x250 image, I  
> just have to set the viewplane rectangle to [0,0,240,250]? I have done  
> that but the results don't look right.

No. The VIEWPLANE\_RECT is not related to the size of an image. The coordinates are with respect to normalized space. If you do not do any normalization, the viewplane will need to be sized according to the data space (i.e. [xmin, ymin, xmax - xmin, ymax - ymin] for a VIEWPLANE that fits your plot exactly).

Typically, I will instead calculate the scaling factors for converting the X and Y data ranges into normalized space. These scaling factors are set via the [XYZ]COORD\_CONV keywords of your graphics objects. The area of my plot fills the normalized space of [0, 0, 1, 1]. I'll add some buffer space around this viewplane to allow for annotations and the like.

I do remember seeing a specific example in the IDL documentation referring to coordinate transformations with object graphics. Try and find that section -- it really is buried in there somewhere.

> (4) I have followed David Fanning's advice on how to create symbols,  
> but I still don't see any, just a line plot.  
> Thanks in advance,

I believe this problem will be resolved when you take care of you viewplane issues. In your current situation, I sure wouldn't expect to see normal looking symbols. So, get the VIEWPLANE right and then we'll revisit this if need be.

-Mike

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