
Subject: Re: How to control plotting region when using !p.multi & X11 ???

Posted by [sterner](#) on Wed, 07 Jun 1995 07:00:00 GMT

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mcarter@lanl.gov (Michael J. Carter) writes:

> Why is text 'drawn' at (0.0, 1.0) not displayed on an 'X' display but
> comes out fine using 'PS'??? Bringing it down to (0.0, 0.98) works
> but then the title of my plot is garbled by the text because the title
> is drawn right at the top. The POSITION keyword is a fix for 1
> plot/page, but screws up the use of !p.multi.

I assume you are are talking about normalized coordinates. Here is the reason. Normalized coordinates are stated to range from 0 to 1 along each dimension of the graphics window. Actually they do not quite reach 1. For example, a 640 x 512 screen window has normalized coordinates of (.998438, .998047) at the upper right corner. The coordinates (1,1) actually apply to the first pixel beyond this corner. 639./640 is 0.998438, and 511./512 is 0.998047.

Things are slightly different for PostScript. There the graphics window has some margin around it on the page, so normalized coordinates outside the range 0 to 1 actually work.

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