
Subject: Re: how to save image in full size

Posted by [David Fanning](#) on Sun, 11 Jun 2006 16:32:16 GMT

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David Fanning writes:

- > The coordinate system for a typical image is easy to set up,
- > given a POSITION in the window, and XRANGE and YRANGE
- > values that describe the extent of the coordinate system
- > in X and Y. Here is the DRAW method of my coordinate object.

I probably should mention that the coordinate object is "drawn" prior to any graphics (including the image) being drawn into the window. This is so the data coordinate system can be established. Once it is established, I can convert from DEVICE or NORMAL coordinates to DATA coordinates with the usual COORD_CONVERT. For example, if an overlay position is chosen interactively in DEVICE coordinates with the mouse, I can immediately convert it to DATA coordinates when I save the overlay position in my program.

All output, then is done in DATA coordinates, which acts to position overlays appropriately when displaying into a window of any size. All that has to happen is that the coordinate system is "drawn" prior to display.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
