
Subject: Re: Preserving coordinate transformation
Posted by [Sverre Solberg](#) on Tue, 17 Oct 2006 13:32:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks, you were right! A bit silly this, as I had specified the window index with wset, but another bug made it wrong. Anyway, it works now. And thanks for the help, I wasn't aware that wset reestablished !D.

David Fanning wrote:

> Sverre Solberg writes:

>

>> Hm, well, that's just what I tried, still it is unclear to me how to
>> actually use the !x, !y and !map. I can't simply reset, like !x = <saved
>> !x> etc, as I guess I also need the !D which is a read-only
>> variable(?). Furthermore, I haven't been able to dig out how/where idl
>> do the conversion from device to map coordinates. The documentation for
>> convert_coord is only describing transformation between data, device
>> and normal, but doesn't mention the situation when there's a map
>> involved. Trying to hardcode the transformation formulas described in
>> the manual for convert_coord (after first saving the values stored in
>> !x, !y and !d) doesn't seem to give the correct answer. Am I missing
>> some important point here?

>

> What's usually missing in most of the widget programs
> I look at is a failure to make *this* window the current
> graphics window! A WSET will probably cure your !D problems
> (which you don't need to bother with, by the way).

>

> Do a WSET to the proper window, restore !X, !Y, and !MAP,
> and CONVERT_COORD will work like a champ. :-)

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")