
Subject: Re: Preserving coordinate transformation
Posted by [David Fanning](#) on Tue, 17 Oct 2006 13:12:44 GMT
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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 cant simply reset, like !x = <saved
> !x> etc, as I guess I also need the !D which is a read-only
> variable(?). Furthermore, I havent 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 doesnt 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) doesnt 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

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
