
Subject: Re: getting an IDLgrPlot drawn
Posted by [Laurens](#) on Fri, 24 Nov 2006 15:16:28 GMT
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Laurens wrote:

> David Fanning wrote:

>> Laurens writes:

>>

>>> Now, when I execute this code, I don't get what I want. I get some

>>> strange lines, of which you can view the result at

>>> http://sophorus.mine.nu/idlgrplot_weird.jpg.

>>

>> Humm. Well, I think the problem is that you have a misunderstanding

>> of what you are doing with the Viewplane rectangle. It seems

>> to be you think this might be the size of the window used to

>> view the plot. In fact, it is establishing the coordinate

>> system you plan to use for viewing the plot. Two different

>> things.

>>

>> When I first started with object graphics (and even now, come

>> to think of it) I preferred to set up my coordinate system to

>> go from 0 to 1 (what we refer to in direct graphics as a normalized

>> coordinate system). I was familiar with that system, I knew how to lay

>> things out in a window using

>> that system, etc. But what that means is that all your data,

>> then, has to be scaled so that it fits into that system.

>> Since I did this over and over again, I simply wrote a small

>> routine to do this for me, which I named NORMALIZE.

>>

>> You can see how I would construct a simple plot like you

>> want in the program XPLOT, which you can find on my web

>> page:

>>

>> <http://www.dfanning.com/programs/xplot.pro>

>>

>> Notice that I don't bother with a scene object. It is really not

>> necessary unless you plan to have multiple plots in the

>> same window.

>>

>> Cheers,

>>

>> David

>>

>> P.S. The weird lines in your output indicate a mismatch

>> between the data in the plot and the coordinate system

>> you have chosen. Most people don't see anything in this

>> situation, so you are MUCH luckier than most! :-)

>

> By the way; i'm getting redirected to <http://www.w3.org/Protocols/> when
> trying that url?
OMG :| So stupid haha, forgot the colon ;)
