Subject: Re: getting an IDLgrPlot drawn
Posted by Laurens on Fri, 24 Nov 2006 15:14:13 GMT
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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?