
Subject: Re: getting an IDLgrPlot drawn
Posted by [David Fanning](#) on Fri, 24 Nov 2006 15:04:55 GMT
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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! :-)

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