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Subject: Re: IDLgrPlot Axis scaling bug?

Posted by [David Fanning](#) on Fri, 01 Dec 2006 14:38:17 GMT

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Laurens writes:

```
> Got to get it a bit better accurately now with the crosshair, by using
>
> xs = Normalize([0,self.xsize_widget])
> ys = Normalize([0,self.ysize_widget])
>
> instead of those read out range values....but it isn't perfect yet...
```

I think you are beginning to suffer from Object Graphics Syndrome. This is most often characterized by throwing reason to the wind and grasping at any nearby straw in the effort to get SOMETHING to work! Treatment usually includes putting soothing music on the iPod and taking 10 deep breaths. Hope you feel better soon! :-)

Cheers,

David

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

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

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