David Fanning wrote:
> Laurens writes:
>
>> Ok all done so far; tiny little problem now is that when the data is
>> scaled in a bit huge way (i guess), the text on the axes isn't readable
>> anymore; it just squeezes it up...
>> see http://sophorus.mine.nu/idlgrplot_axis.jpg for an example of what I
>> mean. Appearantly, some part of the scaling process isn't going well I
>> guess?
>
> The problem with object graphics, as you are learning, is
> that you have to do *everything* yourself. (What!? You said
> you wanted power, right?) I would try setting the
> RECOMPUTE_DIMENSIONS keyword on all of your text objects
> to a different value (I'd try 1 first, then 2 if this
> doesn't work). And there was a problem with this kind
> of scaling that was fixed in IDL 6.1. What version of
> IDL are you using?
>
> Cheers,
>
> David

version 6.3, as far as I know that's the latest (and the greatest :P)
one, right?

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...

Cheers,
Laurens