
Subject: Re: IDL and X and PS

Posted by [offenberg](#) on Wed, 16 Sep 1992 13:49:00 GMT

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In article <1992Sep14.204750.8612@sunspot.noao.edu>, mcgraw@sunspot.noao.edu (Robert McGraw) writes...

> I am looking for any information and/or procedures that make it
> easy to stay with the same coordinates system when going from
> set_plot,'x' to/from set_plot,'ps' in IDL.
>
> For example, it seems that tv and xyouts uses a different coordinate
> system in PostScript then when in the X environment.
>
> Is there a way to make a procedure work the same when in X or PS
> without having to make a lot of changes?
>
> Thanks
> Robert

Another thing to play around with is the /NORMAL keyword (which works for all graphics commands in IDL, such as XYOUTS). This indicates that the coordinates you are giving are to be normalized to the image you are working with (i.e. 0.0 0.0 is the lower left corner, 1.0 1.0 is the upper right). It may take a bit longer to touch up what you want on screen, but it should transfer with minimal problems to Postscript (or any other format...)

In Postscript, where there will be space below the bottom of the image, it is possible to specify a negative y coordinate, by the way.

Joel D. Offenberg
Hughes STX
Offenberg@stars.gsfc.nasa.gov
