
Subject: Re: Resizeable Graphics window

Posted by [David Fanning](#) on Thu, 17 Feb 2011 20:52:42 GMT

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Jeremy Bailin writes:

> Ah yes, that's clearly a better option. :-)= Lots of nice little tricks within CG still to learn...

>

> Speaking of which, I've got another odd issue with the aspect ratio of output. If I output a postscript file, I get the wrong aspect ratio, but if I out a .png file via ImageMagick, I get the right aspect ratio. Even weirder is that if I set ps_delete=0, the intermediate postscript file has the *right* aspect ratio. I've looked at the code in both sections, and I can't see any difference that could account for it... and if I try to manually run the commands that create the ImageMagicked .png file, I get the wrong aspect ratio!

>

> So I'm befuddled. :-)=

My fault. I need to make the resizeable graphics window the current graphics window before I call PS_Start, so that PS_Start will get the proper window aspect ratio. It was using the default window aspect ratio, rather than the correct one.

I'll update in just a few minutes. I'm right in the middle of writing some notes for the new Get_Keyword functionality for cgControl.

Cheers,

David

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

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