
Subject: Re: Resizeable Graphics window

Posted by [David Fanning](#) on Thu, 17 Feb 2011 20:44:51 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. :-)=

Welcome to my world. :-)

When was the last time you updated your Coyote directory?

Do you recall if there were any other graphics windows open when you created the PostScript file that didn't work properly?

I'll look into it.

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.")
