Subject: Re: !p.multi and /t3d weirdness
Posted by David Fanning on Thu, 05 May 2011 18:18:58 GMT
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FÖLDY Lajos writes:

> Then am I correct that the clipping window is set up in device coordinates
> and is not transformed by t3d?

It's either device coordinates or there is a round-off
problem.

> So it does not coincide with the plot data
> window (the region enclosed by the X,Y axes) when t3d is used?

Well, as you say, it is weird. Now that I think about
it, maybe because it *is* done in device coordinates.
I never thought of that before. It is "mostly" normal
for line and contour plots. It's mostly crazy for surfaces.
But, then again, it would be if it was doing the rotations
in device coordinates. 2.5D surfaces, rotated in 3D device
coordinate space...yes, that would be weird. :-)

> Normally I can clip against the plot data window, like in
>
> !p.multi=[0,2,2]
> for j=1,4 do plot, findgen(11), xrange=[3,7]
>
> What can I do when t3d is set?

I've never had much of a problem with plots, except
for this near-the-edge clipping thing going on.

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.")