
Subject: Re: Resizing in IDL 8.1 Function Graphics Windows
Posted by [David Fanning](#) on Wed, 21 Sep 2011 03:52:51 GMT
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David Fanning writes:

> Here is an example of what I am taking about. I just took
> the program I wrote in this article (code and data available
> in the article):
>
> http://www.idlcoyote.com/ng_tips/imgmap.php
>
> And resized it once. This is the result:
>
> http://www.idlcoyote.com/misc/broken_resize.png
>
> I wonder which 95% of this stuff actually works. :-(

While we are talking about resizing, does anyone understand the TICKLEN keyword? I use it in direct graphics to create clear divisions in a color bar. Setting TICKLEN to 1.0 creates a tick that spans the plot space.

In function graphics here is the definition of TICKLEN:

The normalized length of each major tick mark. Tick lengths < 0.25 are in arbitrary units that do not scale with the graphic. Larger tick lengths are normalized relative to the width of the graphic. The default is 0.05.

In my Colorbar() function in the code above, I tried setting TICKLEN to 1 and the tick only went half way as far as I wanted it to go. So I set it to 2, and it worked perfectly. But now, as I resize the window, the ticks are either too short and don't make the divisions I want, or they are too long and sticking out the top of the colorbar!

Can the definition of TICKLEN be summarized like this:

You can set the damn value to whatever you want to set it do. It's length will completely arbitrary and up to us.

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.")
