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Subject: Re: Map Function Question

Posted by [David Fanning](#) on Thu, 19 Apr 2012 13:58:22 GMT

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alx writes:

- > When ASPECT\_RATIO is not specified, the IMAGE function scales the
- > (nx,ny) image array with equal pixel sizes in x and y, in accordance
- > with POSITION keyword (i.e. the overall scale is given by (pos[1]-
- > pos[0])/nx > (pos[3]-pos[2])/ny). Your POSITION values are therefore
- > satisfied in only one direction.
- > When ASPECT\_RATIO=0, the image function scales the array in both x and
- > y direction, independently. But the image is distorted.
- > All this makes sense, but is not really explained in EXELIS doc.

Well, let's leave aside the fact that the documentation for the ASPECT\_RATIO seems to be describing an alternative Universe.

If setting ASPECT\_RATIO=0 does what you say it does, I would be *\*extremely\** happy. I don't mind a distorted image. That's what I'm trying for. I'm just saying, the Image() function is distorting the image, but not in any way that even vaguely resembles what I have asked it to do!

I'm using the code from the other day. I'm just trying to make a display that I can compare with the display I created with Coyote Graphics. I can *\*easily\** make the Coyote Graphics display look like the function graphics display (just set the Keep\_Aspect keyword on the image). But, in this case, I don't want to do that. I want to fill up the goddamn window!

How hard can it be to make an image the proper size? I've been doing nothing but that for 20 years! I would be happy to supply Excels my cglImage code, if they can't find it on the Internet on their own.

Sheesh! The main reason I can't work with Function Graphics is that my blood pressure gets out of control. :-(

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.")

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