
Subject: Re: IDL New Graphics Axis function: bug or feature?
Posted by manodeep@gmail.com on Wed, 24 Oct 2012 16:31:29 GMT
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On Wednesday, October 24, 2012 2:11:23 AM UTC-5, alx wrote:

> Le mardi 23 octobre 2012 19:32:22 UTC+2, Mark Piper a écrit :

>

>> On Monday, October 22, 2012 6:33:00 PM UTC-6, Manodeep Sinha wrote:

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>>> I was trying to add an alternate X-axis to a new graphics plot when I could not place this new X-axis on the plot no matter how I tried. It turns out that the original data co-ordinate was established with /YLOG and the AXIS function wanted the location to be set in `alog10(yrange[1])`.

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>> Hi Manodeep,

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>> I think this is a bug. Your statement:

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>> `a0 = axis('X',location=[0.0,ymax],tickdir=1)`

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```
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>> should place an x-axis at y=100. I'll write it up.
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>> mp
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> I had the feeling, by looking at the AXIS documentation ("When drawing an X axis, the x
coordinate is ignored, etc..."), that the coordinate had to be ignored too in the statement. So that:
>
> a0 = axis('X',location=[ymax],tickdir=1)
>
> seems to work, as well as:
>
> a1 = axis('Y',location=[xmax],tickdir=1)
>
> in case of Y being log-scaled.
>
> If true, that is definitely a bug, since the starting coordinate of the new axis remains constrained
along a direction.
>
>
>
> alain.
```

Huh. I actually get an error 'LOCATION must have 2 or 3 elements' when I try to run those two lines. You are right that orientation of the new axis is constrained to be parallel to the currently established co-ordinate system.
