
Subject: Re: IDL New Graphics Axis function: bug or feature?

Posted by chris_torrence@NOSPAM on Fri, 26 Oct 2012 19:47:46 GMT

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Hi all,

The original bug is now fixed. If you have logarithmic axes, you can just specify the LOCATION in regular units (you don't have to take the log first). Thanks for reporting the bug!

Regarding the LOCATION, we also changed the behavior so you only have to give a single scalar number. So for example, for an X axis, you just set the LOCATION to the "Y" value where you want the axis. You can also set LOCATION="bottom", or "top", "left", or "right" as a shortcut. Note that the old behavior (where you had to specify a 2 or 3-element array) will still work find, but is undocumented.

Finally, if you want to do what alx wants (where the axis doesn't extend across the entire range), you can use the AXIS_RANGE property.

Hope this helps.

Cheers,

Chris

ExelisVIS

p.s. all of the above changes will be in IDL 8.2.2, due out early next year.
