
Subject: Re: cGImage, Multiplot with /KEEP_ASPECT_RATIO
Posted by [David Fanning](#) on Tue, 12 Feb 2013 14:37:18 GMT
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Fab writes:

> Thanks, I adapted your idea in my code and after a few dozens of tries I
> am satisfied with the output ;-) I won't change anything at the code
> anymore though!

Here is a programming challenge that will make this very much easier
next time.

Modify ASPECT (and feel free to rename the new program cgAspect) to
accept an input position for which it can calculate a final position
with the correct aspect ratio. This ought to be possible, since cgImage
can apparently do this. ;-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
