
Subject: Square pixels in surface/lego plots
Posted by [bmac](#) on Fri, 07 Mar 1997 08:00:00 GMT
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Let us say I have a rectangular array,

```
SAO56102=fltarr(60,30)
```

that I wish to make a lego-style surface plot of.

What's the simplest way to make sure the pixels come out reasonably square? If you just do

```
surface,SAO56102,/lego
```

in a default-sized window/plot region the pixels are elongated and rectangular and look terrible. surface seems to elongate the image independently in each direction to fill the window.

The only options I've been able to come up with are

(a) By trial-and-error, change the size of the WINDOW or the plotting region in postscript output until the image looks reasonable (and then have to find a different size if I change, for example, the viewing angle, or add axis labels, or for each new array...)

(b) Pad the array to be square and use a squarish window

(c) Use the yrange to make the axis of the graph square -

```
surface,SAO56102,/lego,yrange=[-15,45],ystyle=1
```

Any easier approaches?

Bruce
